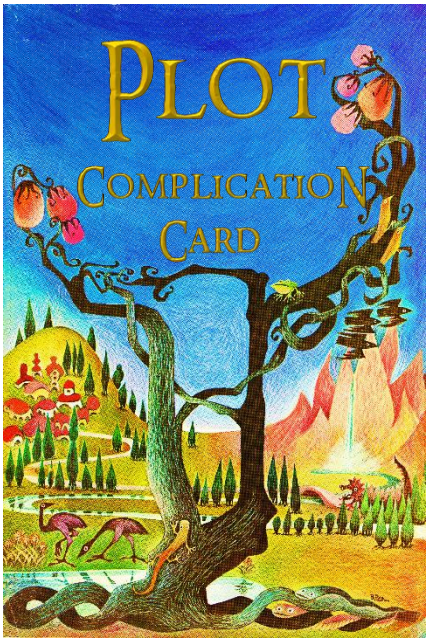
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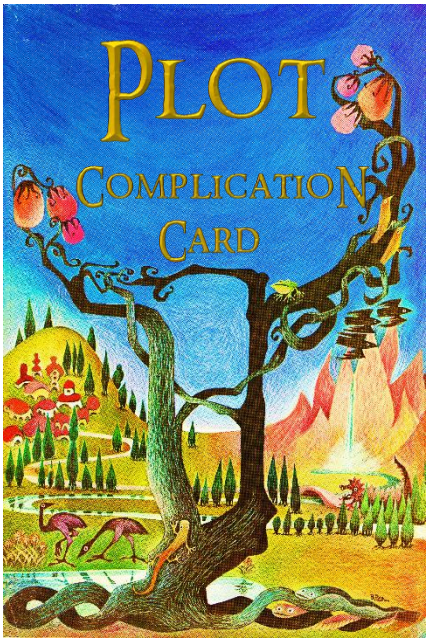
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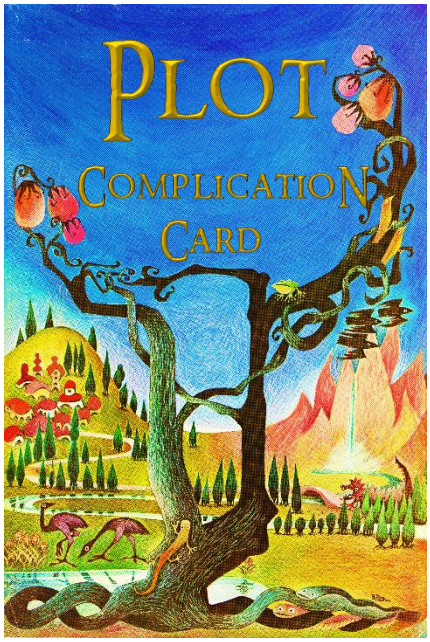
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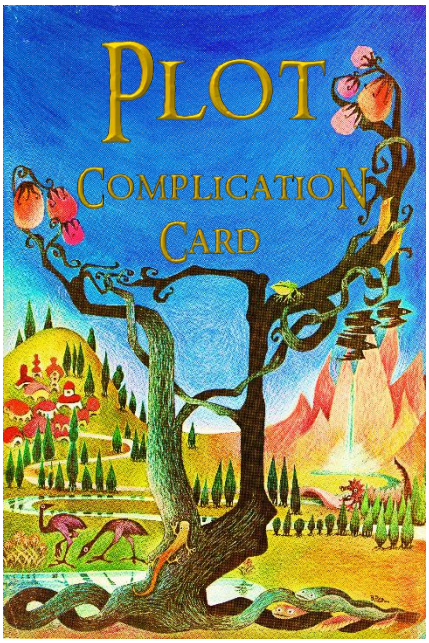
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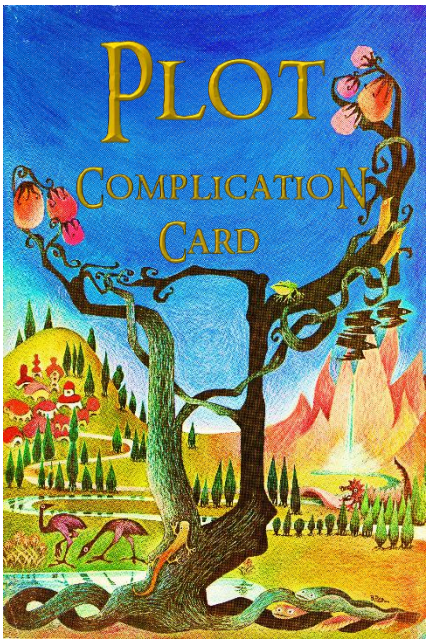
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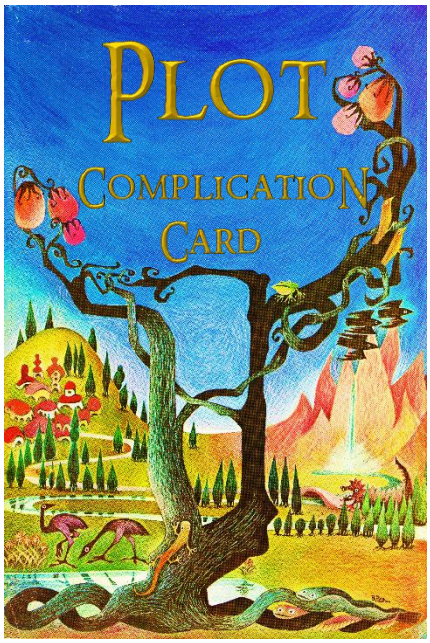
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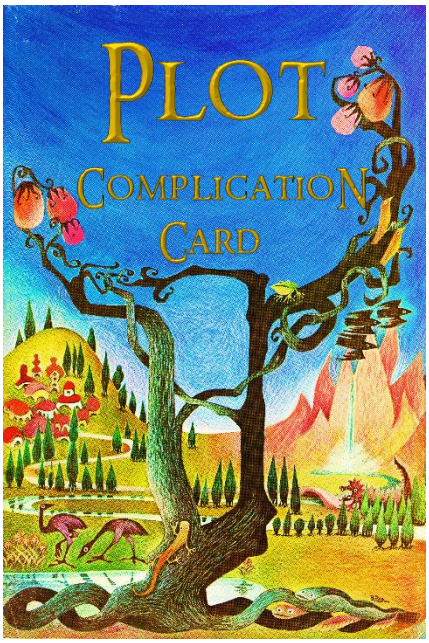
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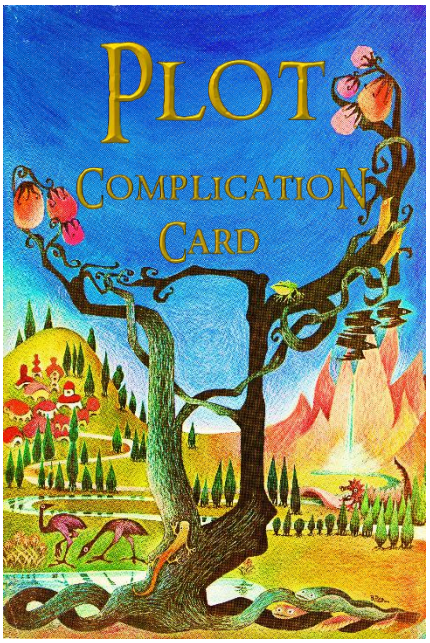
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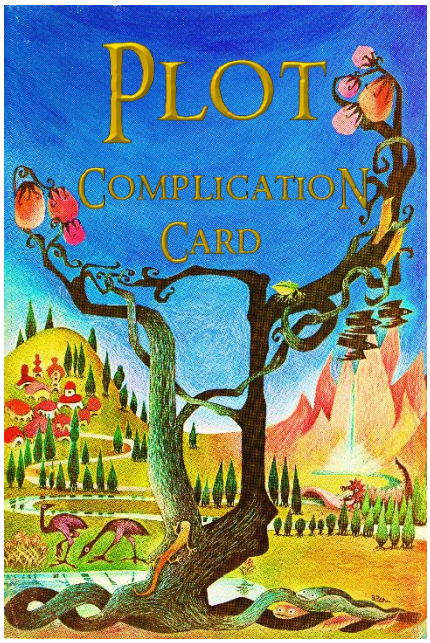
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Orcs Ambush the Fellowship

The Fellowship is broken. Boromir dies. You're following the book perfectly.

~

Take an extra turn.

Eagles

A sign of divine intervention from Manwë.

~

Take an extra turn.

Eagles

A sign of divine intervention from Manwë.

~

Take an extra turn.

Fickle Eagles

Hang onto this card.
Any time another player plays an **Eagles** card, you can play this card on top of it. Instead of gaining a turn, they *lose* one instead.

Go to the Barad-dûr

Go *directly* to the Barad-dûr.

Do not pass GO.

Do not collect $200.00.

Get out of Mordor Free!

Hang onto this card.
If you get a **Go to the Barad-dûr** card, you can cancel it with this.

This card can also be played any time you're within the borders of Mordor. When played this way, you will *immediately* move out of Mordor to the Black Gate.

Get out of Mordor Free!

Hang onto this card.
If you get a **Go to the Barad-dûr** card, you can cancel it with this.

This card can also be played any time you're within the borders of Mordor. When played this way, you will *immediately* move out of Mordor to the Black Gate.

Boromir Steals the Ring

You must proceed directly to Minas Tirith, forsaking all other goals until this is accomplished.

(Ignore this card if you have already destroyed the Ring.)

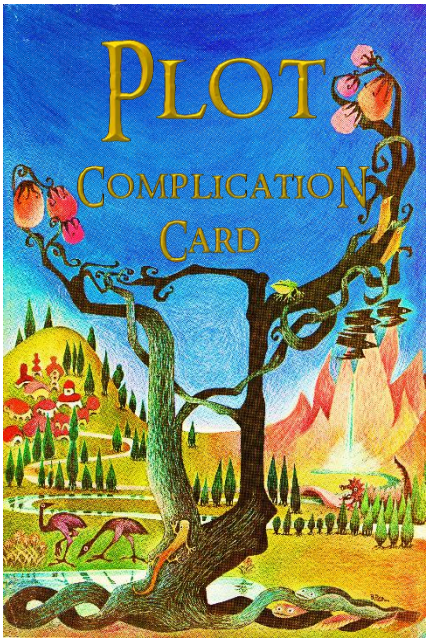
Wrong Ring!

Bilbo has given you a perfectly ordinary gold ring and kept the One for himself.

~

You must return to Rivendell and get the real Ring.

If you've already thrown a ring into Mount Doom, you'll have to go get the *right* Ring and try it again.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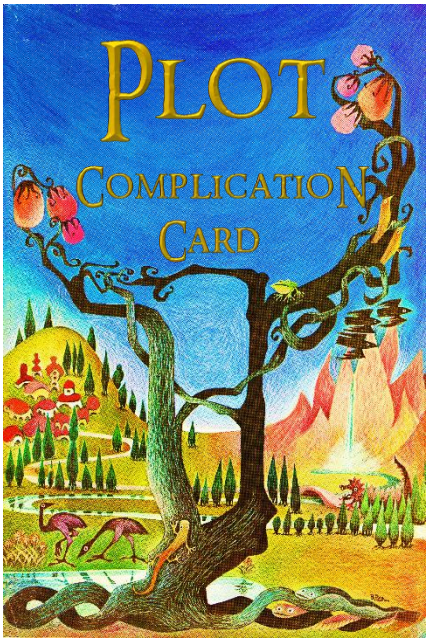
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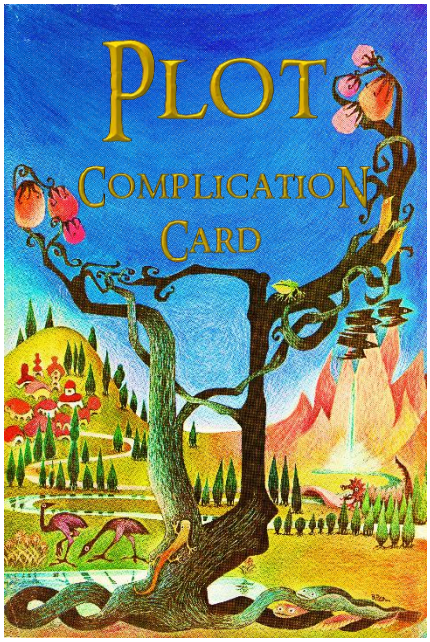
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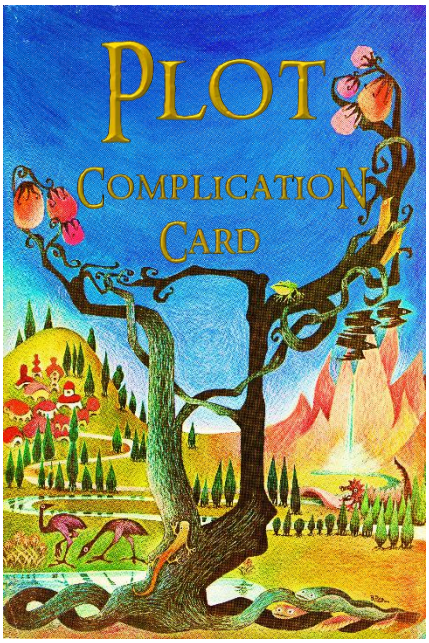
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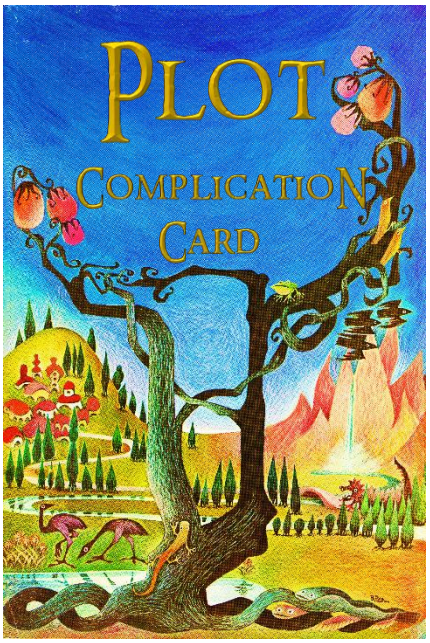
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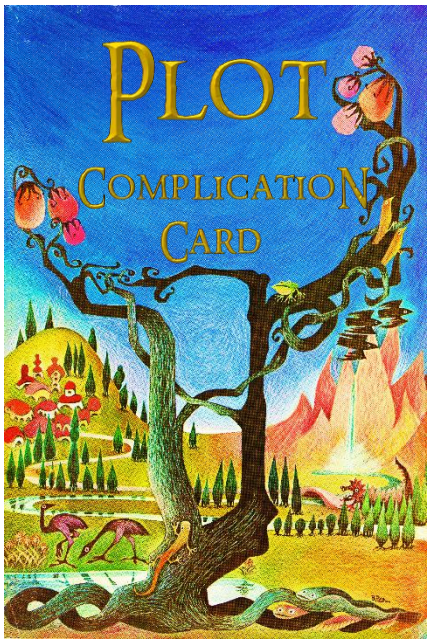
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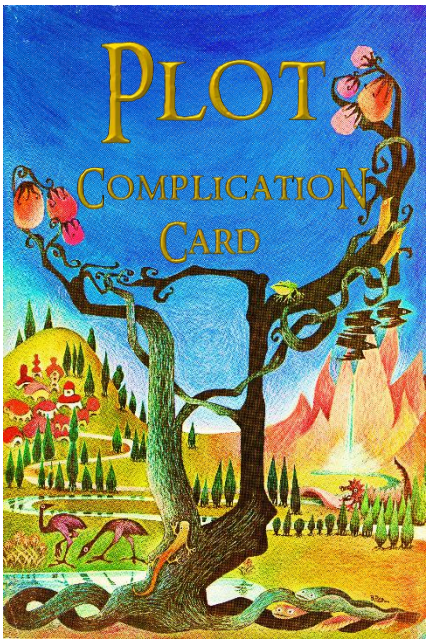
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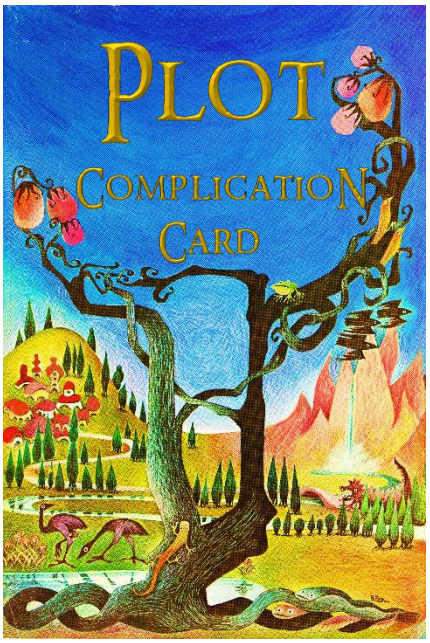
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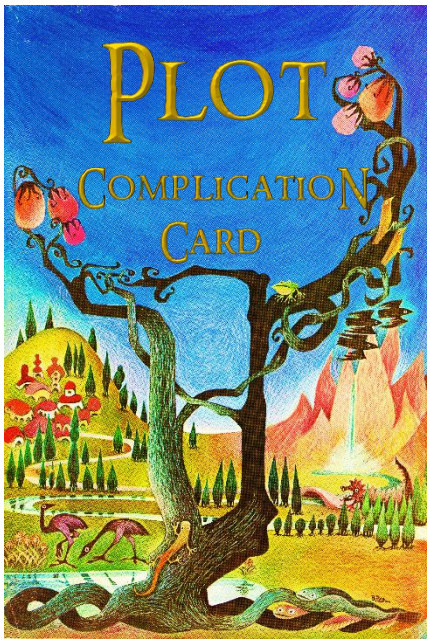
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Tom Bombadil

Hang onto this card.
Next time a plot complication appears that's not to your liking, play this card and Tom Bombadil will skip and prance and eliminate it for you.

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Next time a plot complication appears that's not to your liking, play this card and Tom Bombadil will skip and prance and eliminate it for you.

Somebody Else's Problem

Next time you land on a Plot Complication square, you may either draw the card yourself or make another player of your choosing draw it instead.

Frodo Succumbs to the Lure of the Ring

Lose a turn while Gandalf beats some sense into him.

The Nazgûl

Go back three squares in the direction you came.

Black Riders

Go back three squares in the direction you came.

The Sword That Was Broken

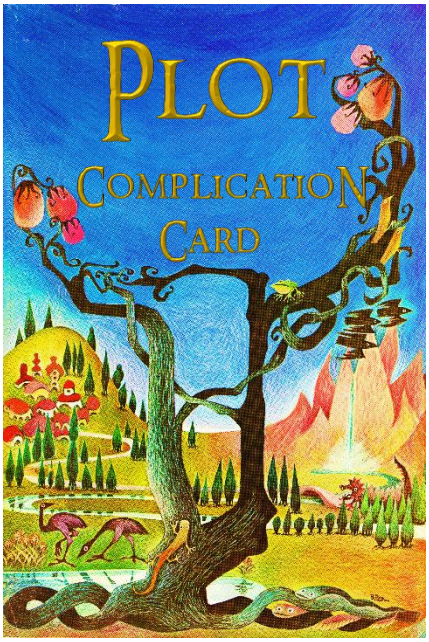
It breaks again.
~
Lose a turn while Aragorn glues it back together.

The Voice of Saruman

The Voice has lulled you into a false sense of security.
~
If you've already gone to Isengard and confronted Saruman, you'll have to go back and do it again.

Radagast the Simple

Radagast deceives you with false information from Saruman.
~
Back up two squares.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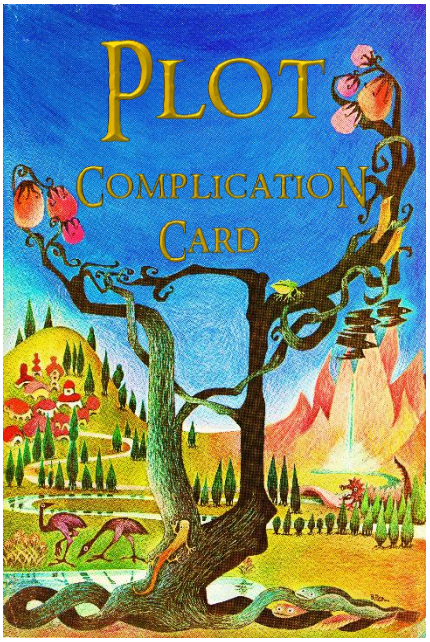
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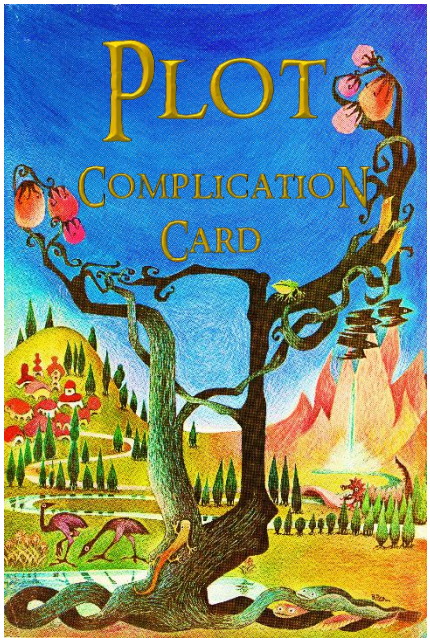
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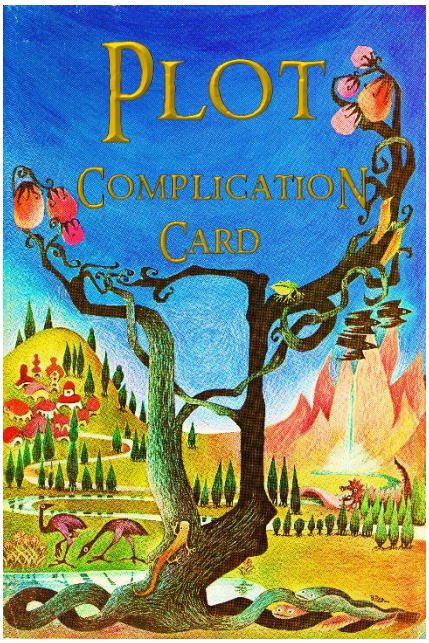
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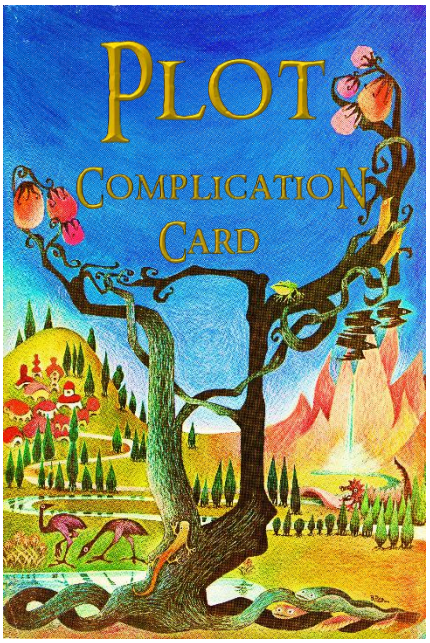
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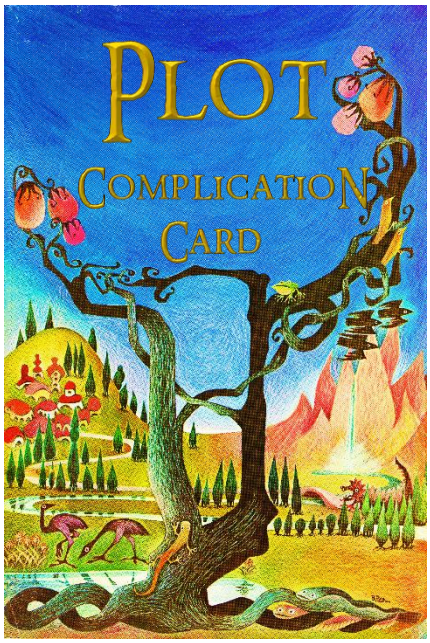
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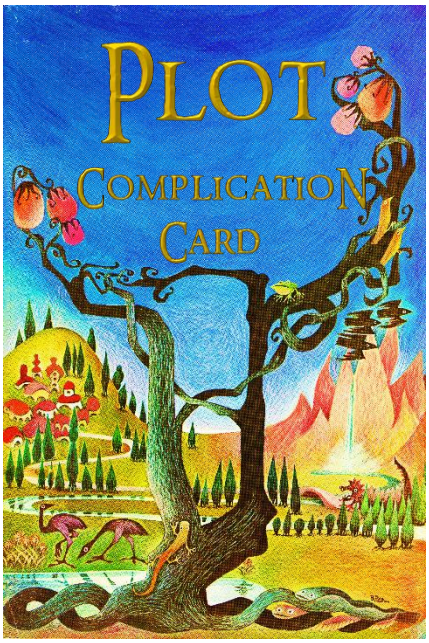
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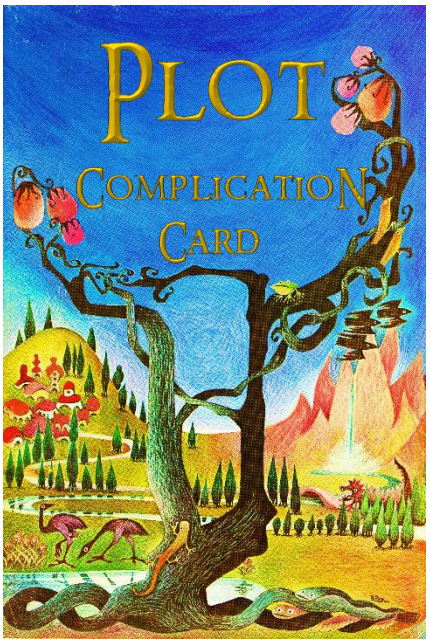
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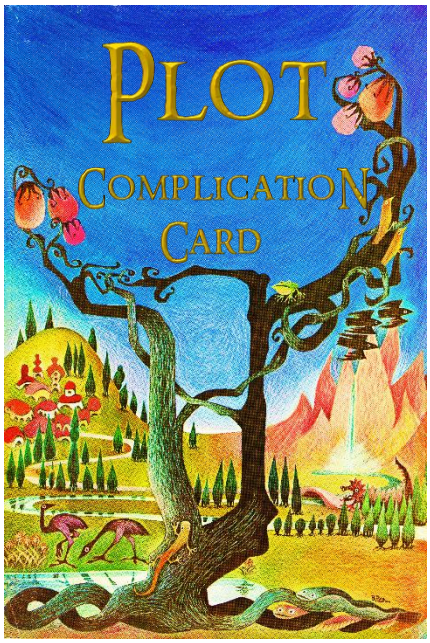
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Radagast the Fool

Radagast stupidly tells Saruman where you are.

~

Lose a turn.

Radagast the Bird-tamer

Radagast agrees to help you in your Quest, but then wanders away into the forest to look at the trees at a critical moment.

~

Next time you draw a Plot Complication card, draw a *second* one to go with it.

He's Not Quite Dead

The Balrog was only wounded.

~

If you've already defeated the Balrog, you'll have to go back and kill it again.

Ent Vengeance

Gimli bows before Treebeard, his axe falls to the ground, and Treebeard mistakes him for a woodsman and stomps him.

~

Lose a turn.

Rabid Horses

All players currently within Rohan lose a turn.

Rabid Horses

All players currently within Rohan lose a turn.

Hoof-and-Mouth Outbreak

Once this card is played, all movement in Rohan is restricted to a maximum of three squares per turn... *for the rest of the game.*

The Hands of a Healer

Hang onto this card.
It can be used at any time to remove the **Black Breath**, **Rabid Horses**, **Hoof-and-Mouth Disease**, or **Pipe-weed** cards from play.

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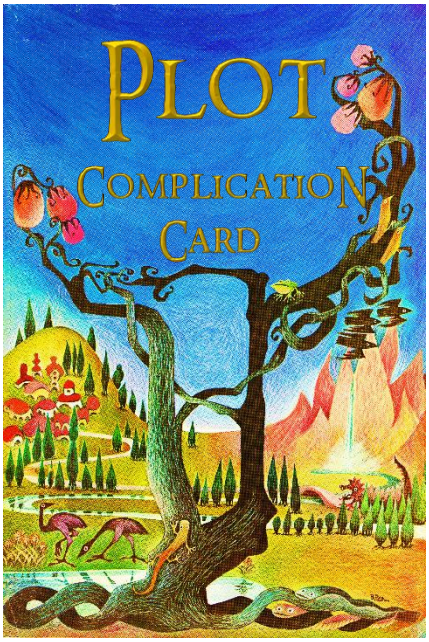
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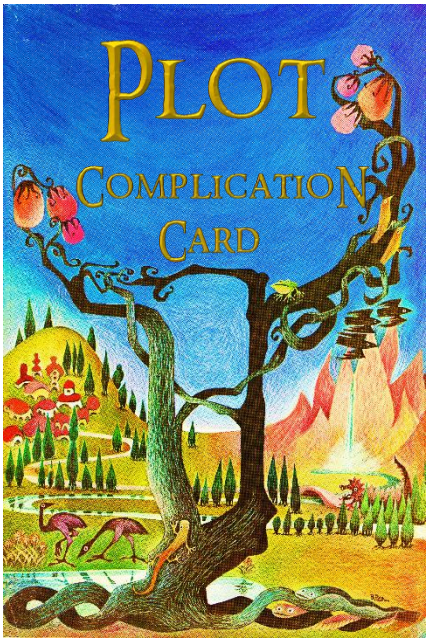
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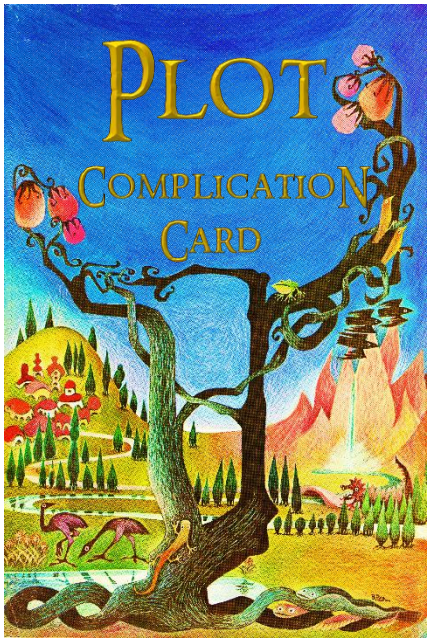
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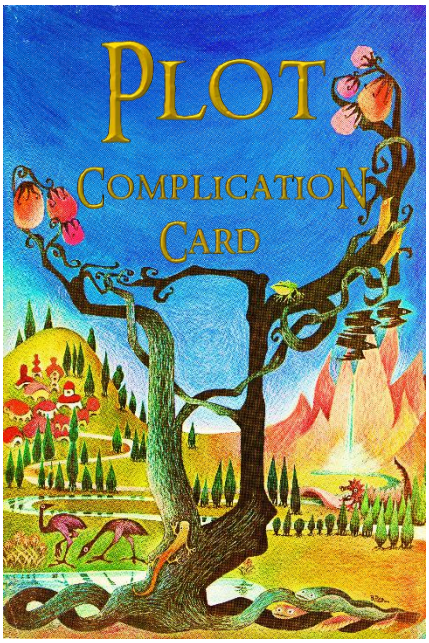
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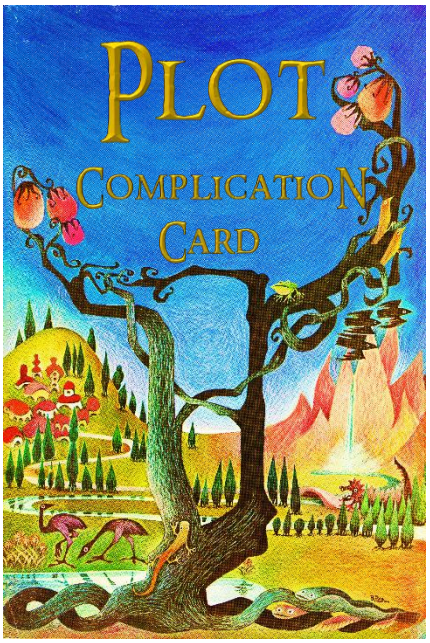
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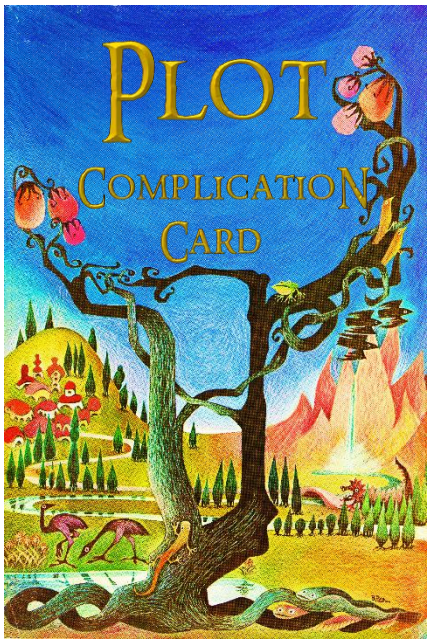
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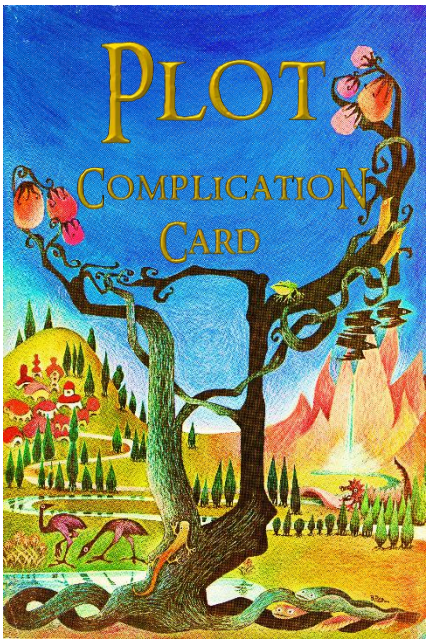
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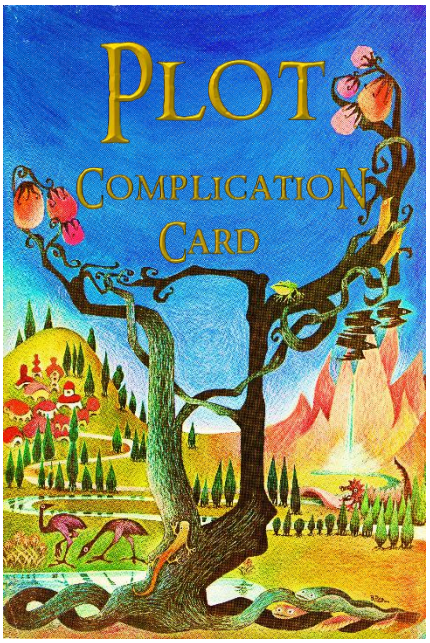
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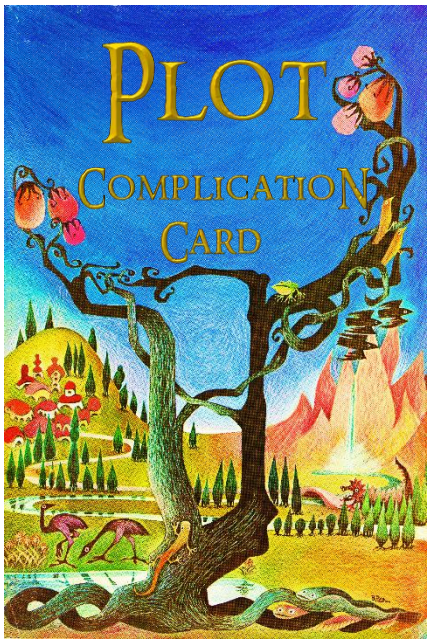
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The Black Breath

The hobbits become violently ill.

~

No matter what the dice say, you can move no more than *three squares per turn* for the next three turns.

Dernhelm

Just when you think everything's going fine, Éowyn shows up and starts trying to flirt with Aragorn.

~

If you haven't healed Théoden yet, you must drop whatever you're doing and go and heal him now.

If you've already healed Théoden, you just lose a turn.

The Witch-king

Everybody gets all scared.

~

Lose a turn.

Khamûl the Easterling

Everybody gets all scared.

~

Lose a turn.

Sméagol Brings Nice Fishes

You proceed with new energy.

~

Take an extra turn.

Sméagol Brings Nice Fishes

Ptomaine poisoning.

~

Lose a turn.

Killer Rabbit

Sam tries to stew a rabbit. It goes for his throat.

~

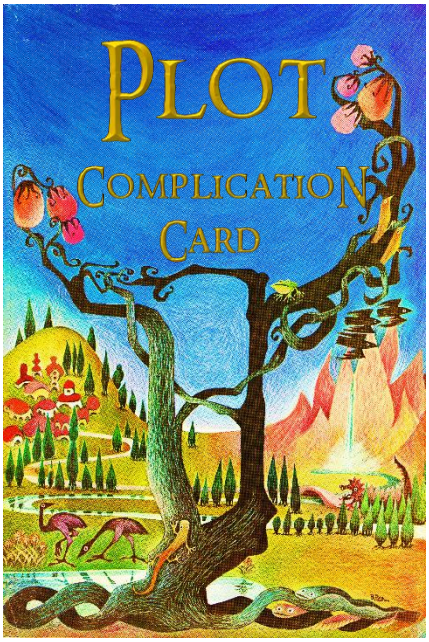
Lose a turn while he recovers.

Shelob Bites Frodo

Lose *two* turns.

Shelob's Web

Next turn, you can only move one square no matter what the dice say.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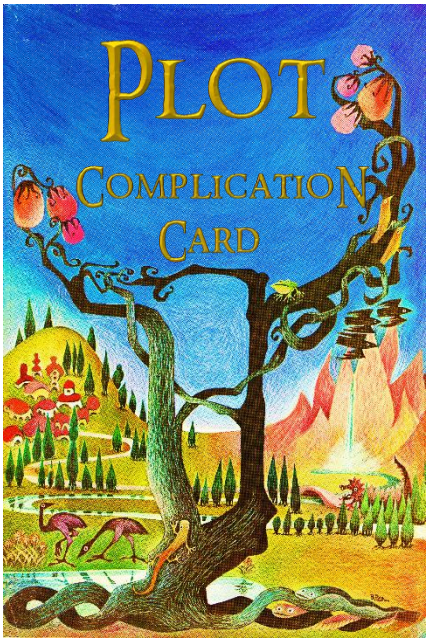
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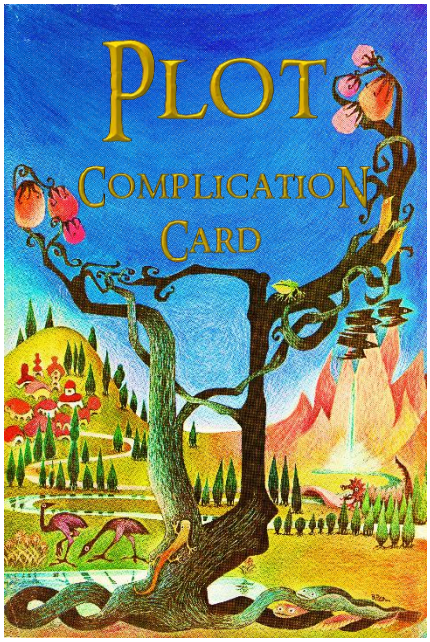
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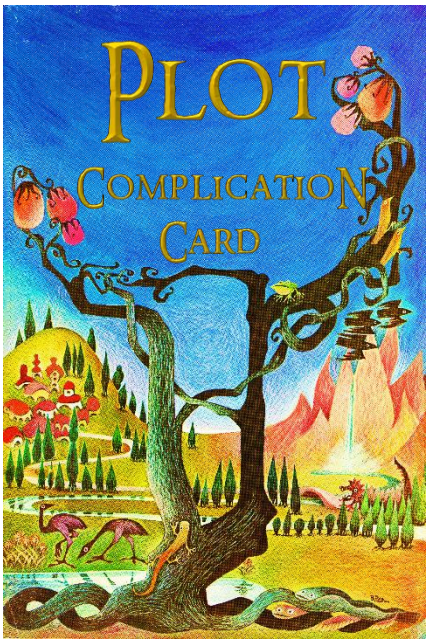
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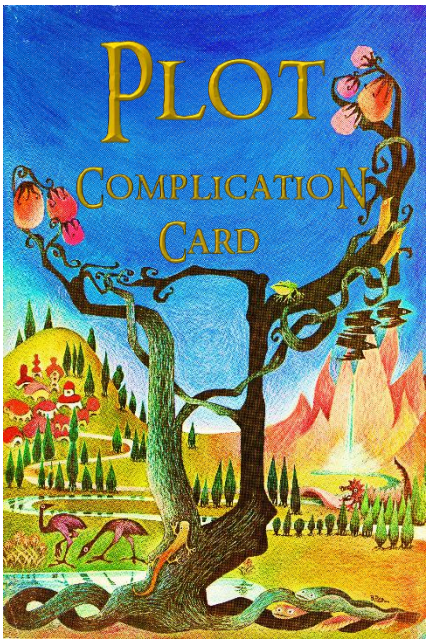
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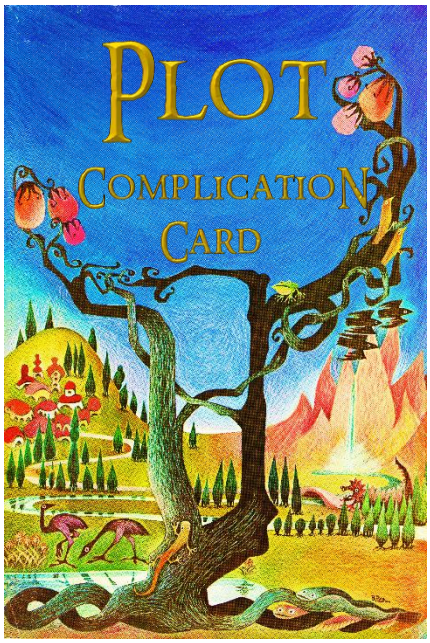
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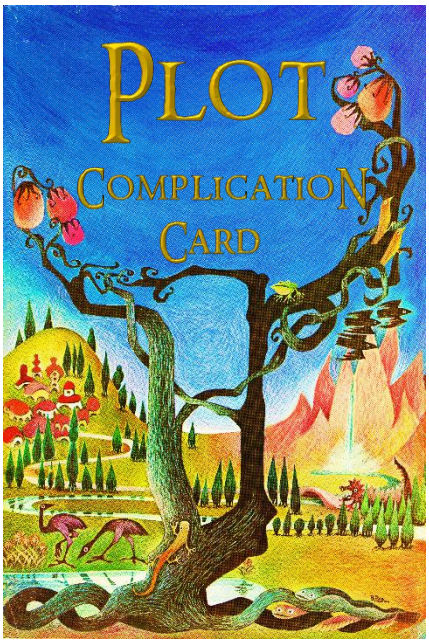
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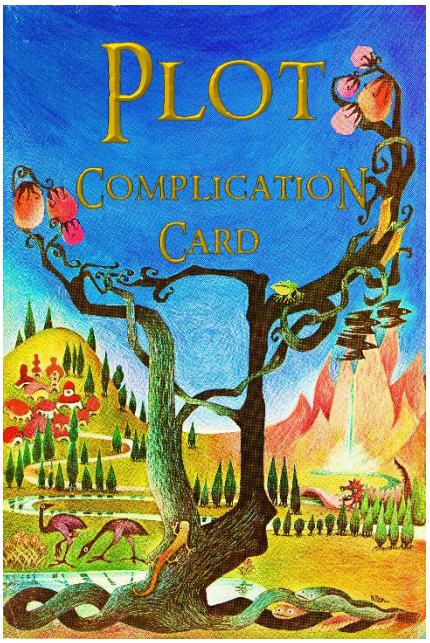
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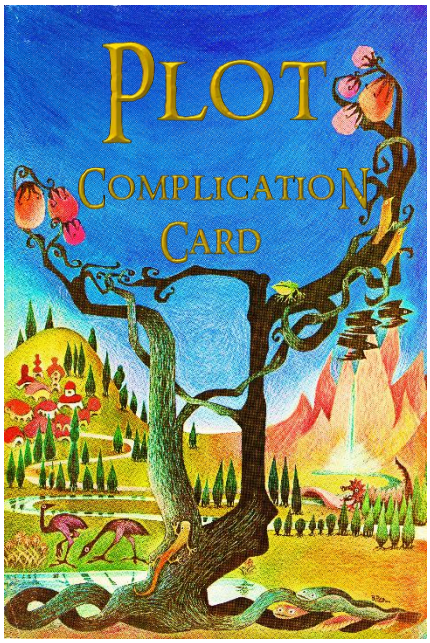
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Gollum Meets Gríma

The two learn much from each other. The plot becomes unstable.

~

Take *two* more cards.

Ghân-buri-Ghân

<u>Hang onto this card.</u>
When you're inside the borders of Rohan, you can redeem this card and the Wild Men will give you an extra turn.

Gríma the Thief

If you are holding any Plot Complication cards, you must give one of them up.

Gollum the Thief

If you are holding any Plot Complication cards, you must give one of them up.

Baggins the Thief

You can steal one Plot Complication card out of the hand of another player (assuming someone has a card to steal).

Baggins the Thief

You can steal one Plot Complication card out of the hand of another player (assuming someone has a card to steal).

Cats of Queen Berúthiel

You have to backtrack to avoid the feline hellcats.

~

Roll the dice and immediately go that many spaces back the way you came.

The Blue Wizards

Alatar and Pallando return unexpectedly from the East. They bear surprising tidings.

~

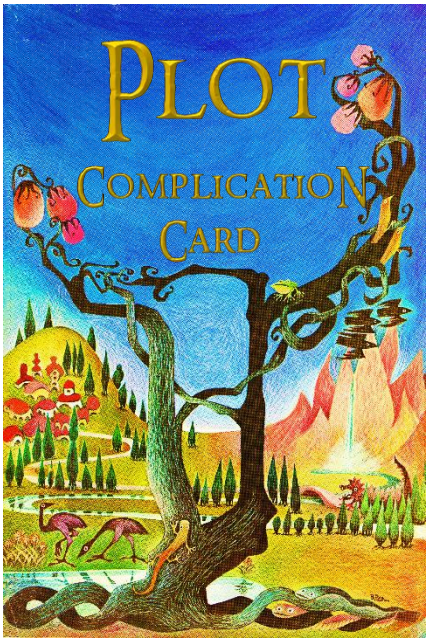
Take *two* more cards.

Lembas

It nourishes both body and spirit.

~

Move three more spaces.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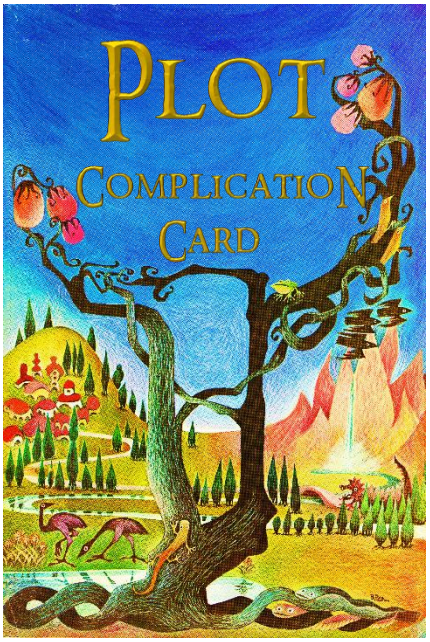
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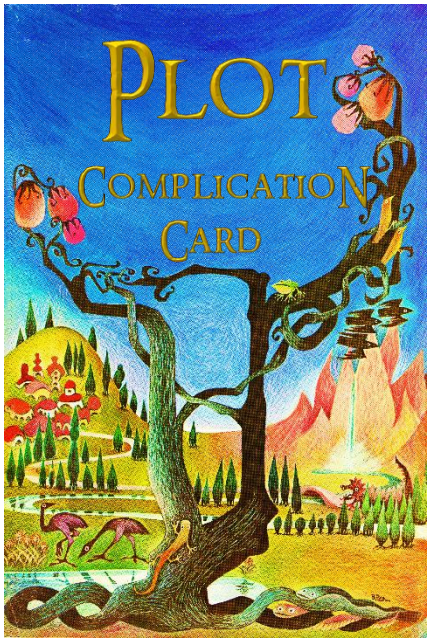
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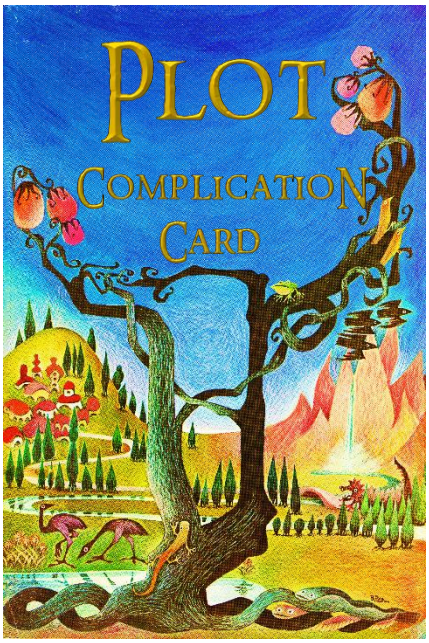
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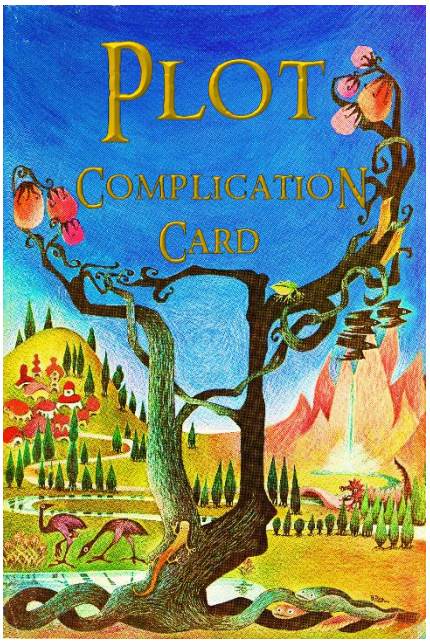
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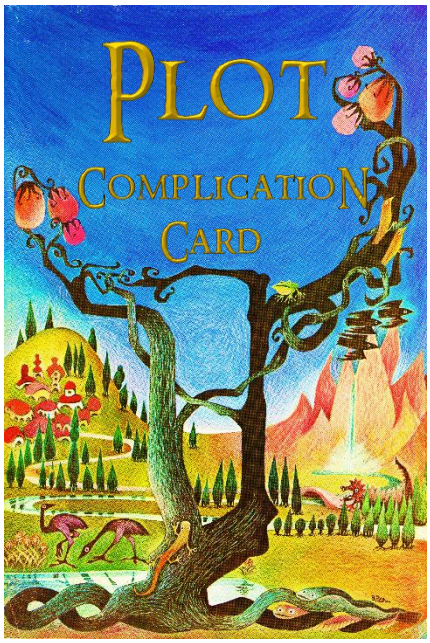
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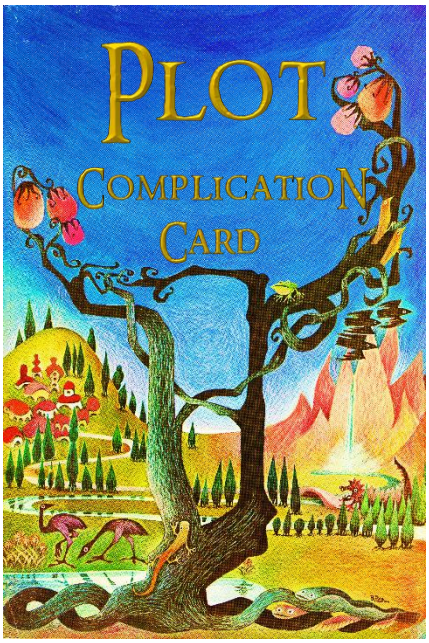
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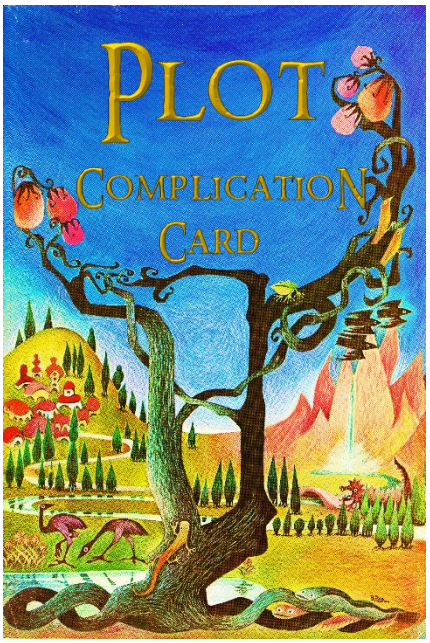
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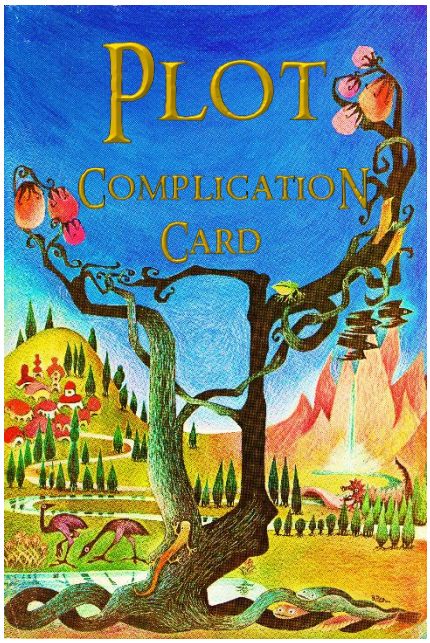
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The Deed of the Three Friends

Aragorn, Legolas and Gimli run for four days without rest.

~

Move three more spaces.

The Sea-longing

Legolas hears the seagulls and waxes poetic.

~

Lose a turn.

Arwen

She shows up unexpectedly. Aragorn gets all sidetracked, but later on goes forth with fresh resolve.

~

Lose a turn.

The turn after that, take *two* turns.

Arwen Meets Éowyn

They get in a big fight over Aragorn.

~

Lose a turn.

The Witch-king

Everybody panics and runs.

~

Go back three squares the way you came.

Khamûl the Easterling

Everybody panics and runs.

~

Go back three squares the way you came.

Éowyn

<u>Hang onto this card.</u>
You can play it to stop any **Witch-king** or **Arwen** card that comes into play, regardless of whether it's yours or somebody else's. (Note: This card will *not* affect the **Arwen Meets Éowyn** card.)

Arwen Sends Aragorn Tidings

Also a banner and flowers.

~

Move three extra squares.

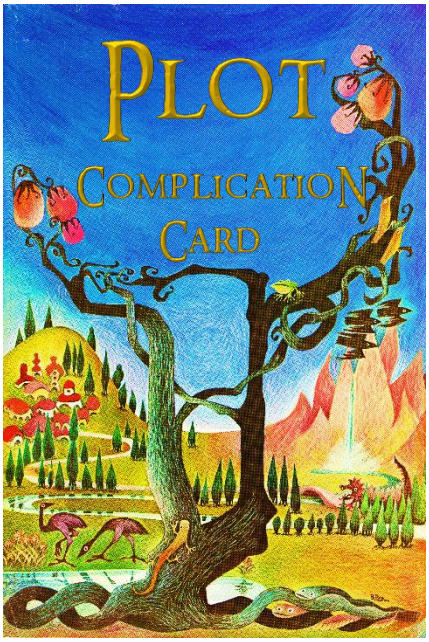
Pippin Uses the Palantír

He gets terrified by the Enemy.

~

If you haven't defeated Saruman yet, lose a turn.

If you have, Gandalf is in haste; take an extra turn.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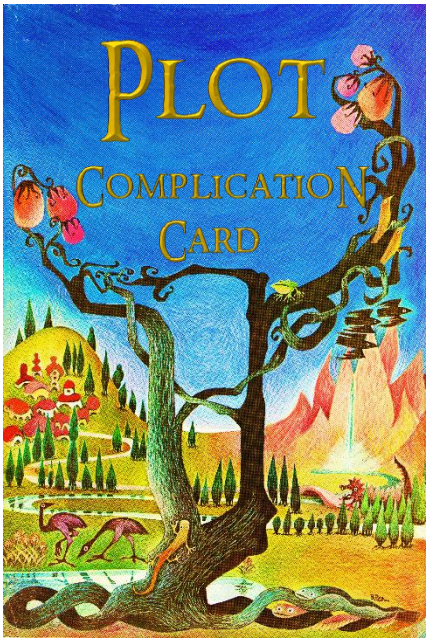
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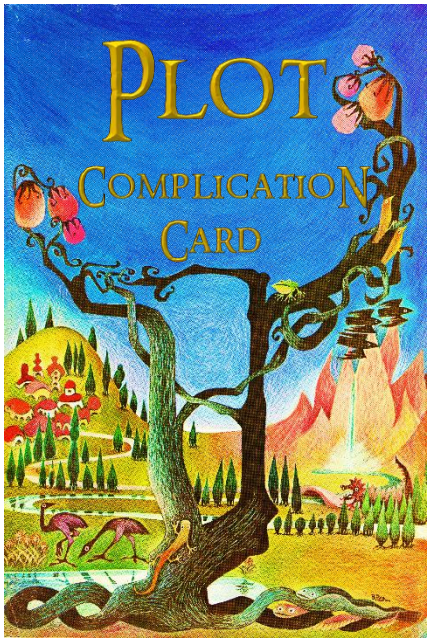
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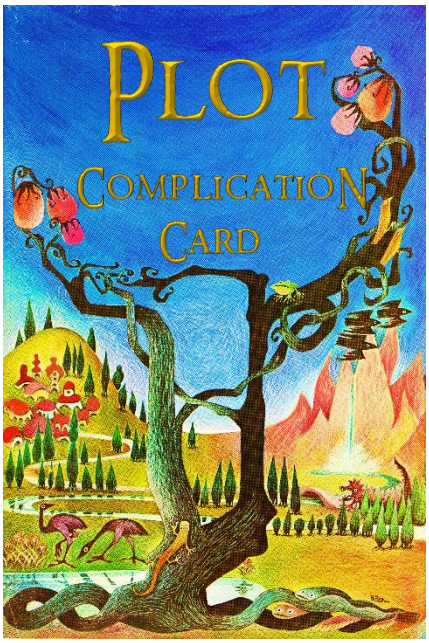
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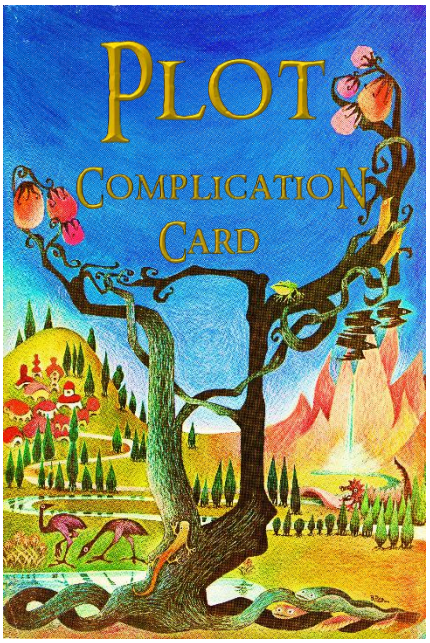
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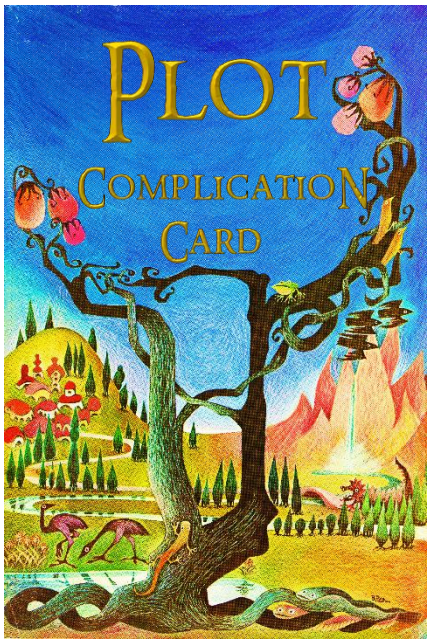
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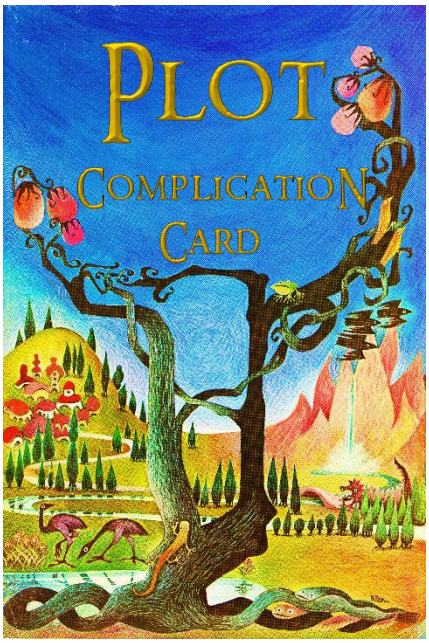
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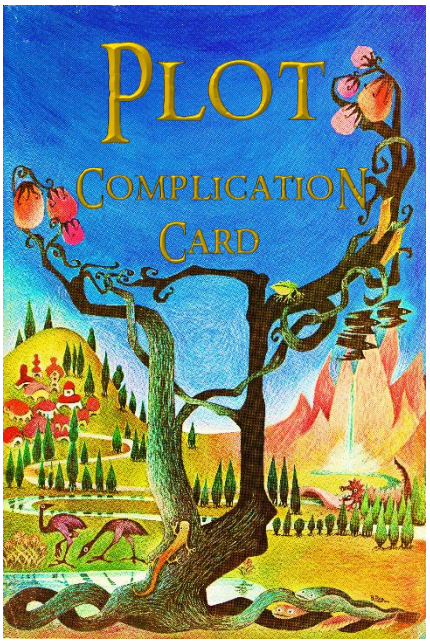
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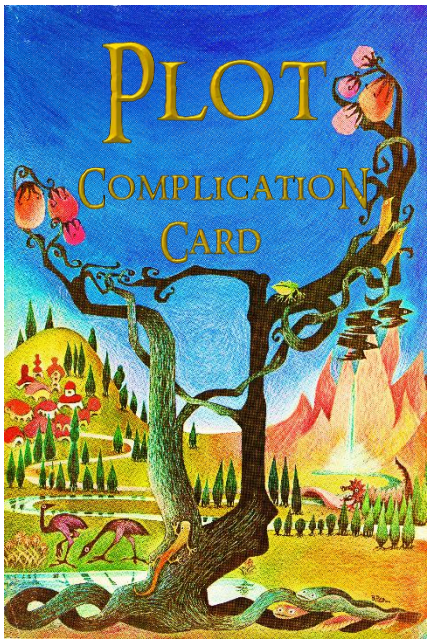
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The White Rider

Gandalf returns from the dead.
~
Take an extra turn.

Wisdom of Galadriel

Hang onto this card.
If you lose a turn for whatever reason later in the game, you can use this card to get it back.

Faramir

Hang onto this card.
It doesn't do anything, but hang onto it anyway.

Éomer

Hang onto this card.
It doesn't do anything, but hang onto it anyway.

Narya

Hang onto this card.
Don't show it to anybody. It's a secret. If you ever reveal it to anybody, you lose a turn. If someone correctly guesses you have it, you lose a turn. If someone guesses you have it but you don't, *they* lose a turn. If someone else takes this card from you, *both* of you lose a turn.

Aragorn Uses the Palantír

All secrets are revealed.
~
Look and see what cards are being held by every other player.

The Black Stone

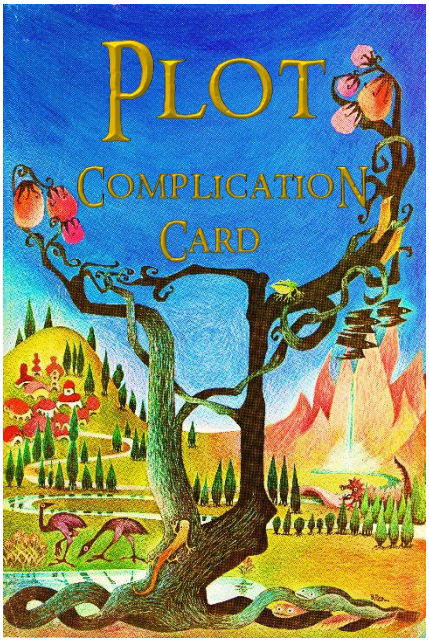
Hang onto this card.
If you are on the Paths of the Dead, you can play this card and the Dead will accompany you—even if they have to leave another player to do it. If you are not on the Paths of the Dead, you can still play this card during your turn to cause the Dead to *forsake another player* and return to Erech.

Lore of Elrond

Hang onto this card.
You can redeem it at any time to move an additional five squares.

Blasting Fire

Hang onto this card.
If another player takes it from you, it *explodes* and they lose two turns.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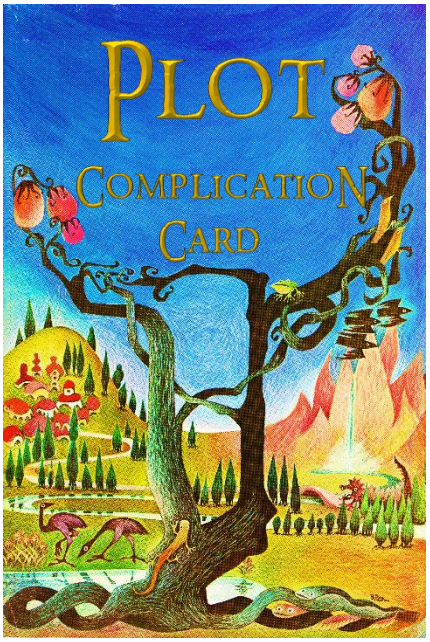
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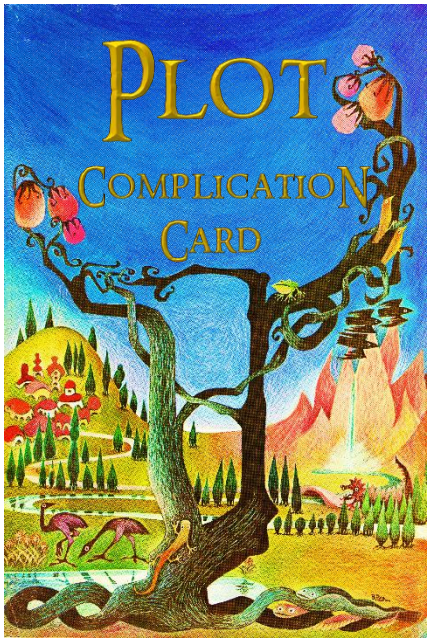
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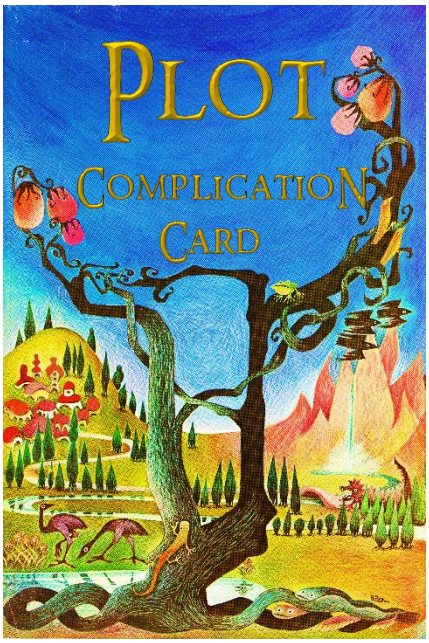
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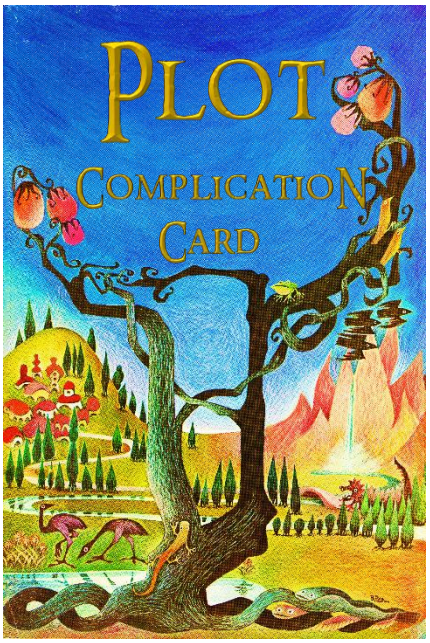
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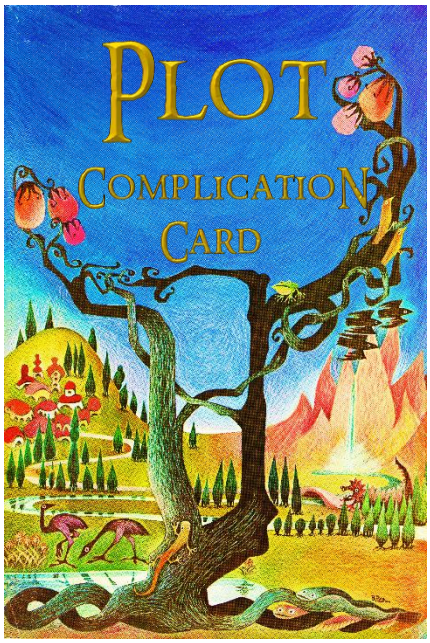
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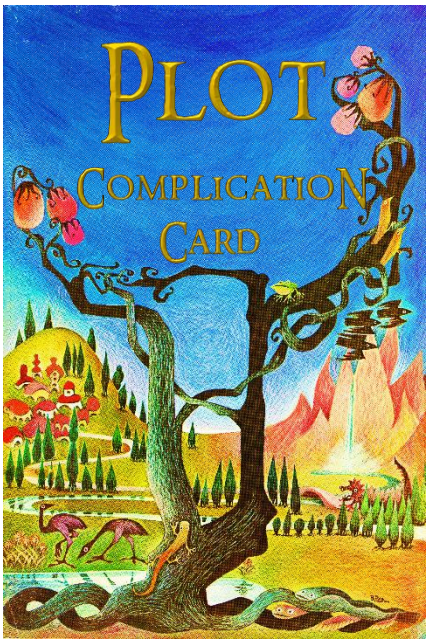
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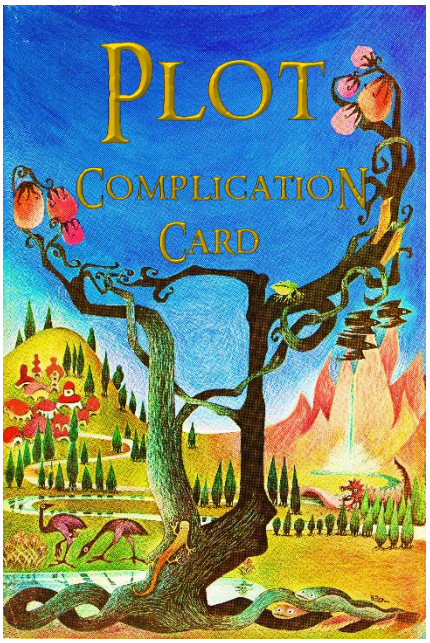
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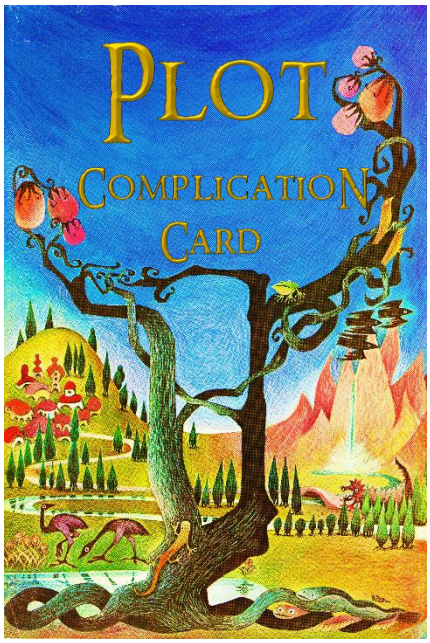
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Bill Ferny

Sam insists on going back to punch him.

~

Go back two squares the way you came.

Sméagol's Birthday

Give this card to the player of your choice. They lose a turn.

Pipe-weed

Roll the die immediately and interpret the result thusly:

1: You're out of pipe-weed. No effect.
2-3: You have a very refreshing smoke. Take an extra turn.
4-5: Coughing fit. Lose a turn.
6: Severe coughing fit. Merry gives up smoking. Gandalf continues to smoke nearby. Merry gets short-tempered, goes berserk and tries to kill him. Lose two turns.

Bill the Pony

Move two extra squares for each of your next two turns.

Mirror of Galadriel

<u>Hang onto this card.</u>
You can play this card to stop one of the following six cards from taking effect:

- Go to the Barad-dûr
- Wrong Ring!
- Boromir Steals the Ring
- The Voice of Saruman
- He's Not Quite Dead
- Dernhelm

Phial of Galadriel

<u>Hang onto this card.</u>
You can play this card to stop one of the following six cards from taking effect:

- Go to the Barad-dûr
- Wrong Ring!
- Boromir Steals the Ring
- The Voice of Saruman
- He's Not Quite Dead
- Dernhelm

The Mouth of Sauron

He tells you really bad depressing stuff, and you believe it.
Then uncounted thousands of your enemies come forth from nowhere and besiege you.

~

Lose *two* turns while you straighten things out.

The Eye of Sauron

The Eye is seeking for the Ring. You have to hide from its gaze.

~

Go back three squares in the direction you came...

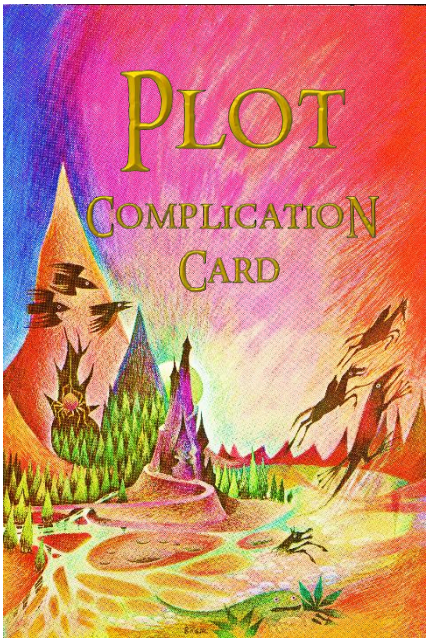
...and then lose a turn.

The Burden

The Ring is almost too heavy to bear.

~

Once this card is played, all movement in Mordor
(for players who have not yet destroyed the Ring)
is restricted to a maximum of three squares per turn... *for the rest of the game.*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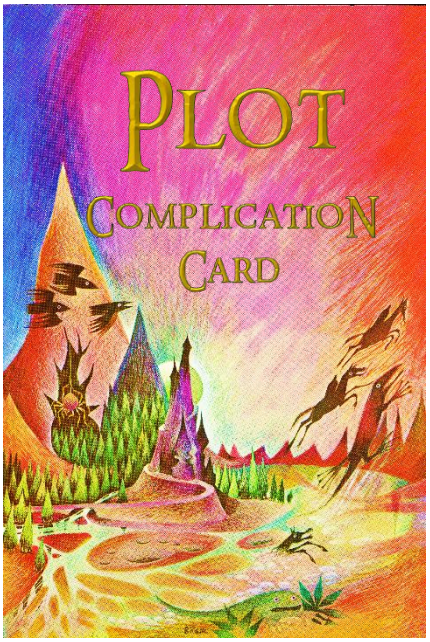
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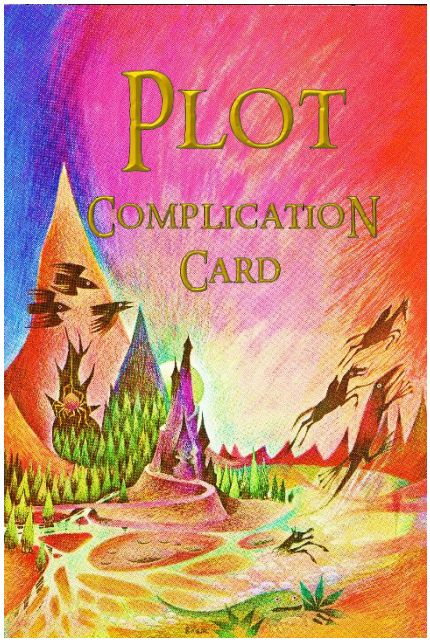
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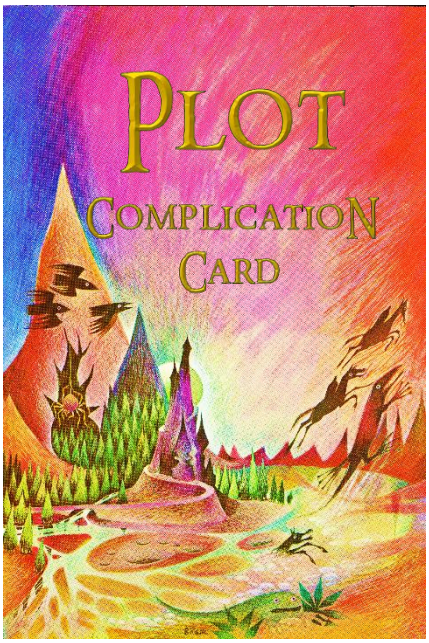
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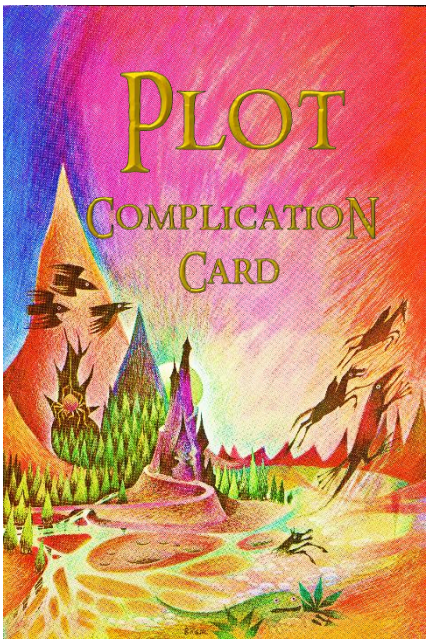
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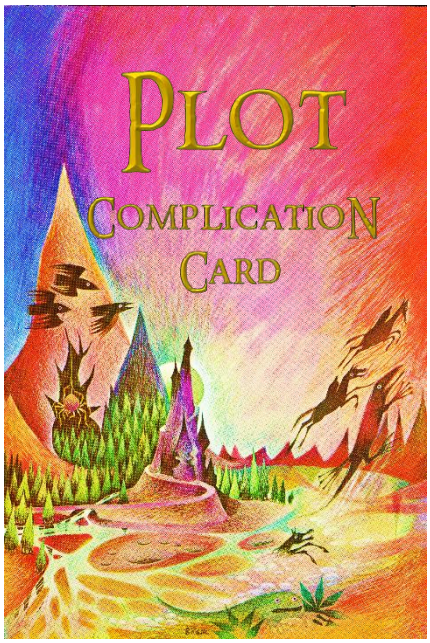
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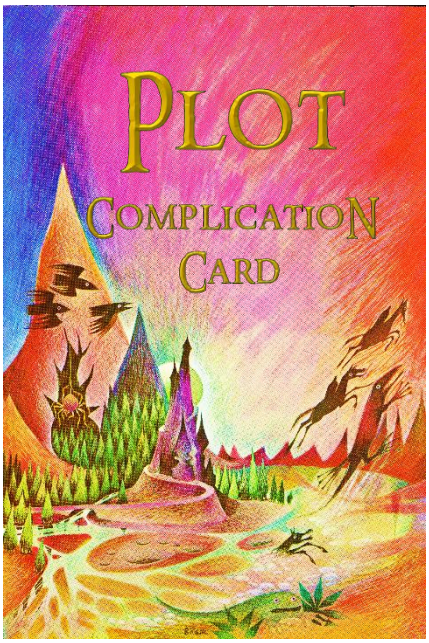
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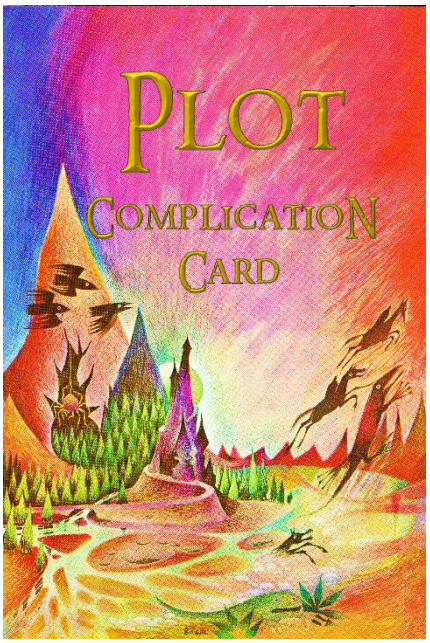
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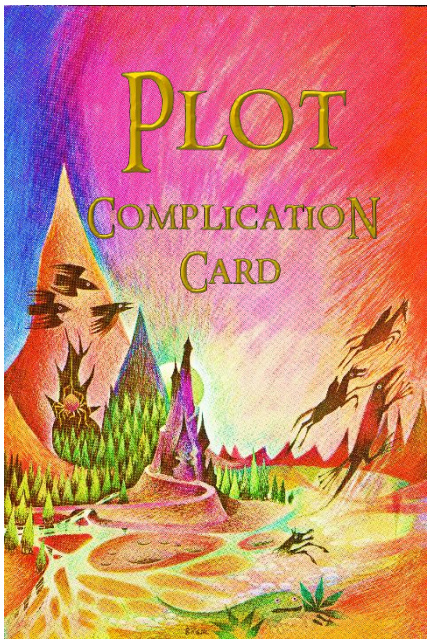
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Orcs Ambush the Fellowship

The Fellowship is broken. Boromir dies. You're following the book perfectly.

~

Take an extra turn.

Eagles

A sign of divine intervention from Manwë.

~

Take an extra turn.

Eagles

A sign of divine intervention from Manwë.

~

Take an extra turn.

Fickle Eagles

Hang onto this card.
Any time another player plays an **Eagles** card, you can play this card on top of it. Instead of gaining a turn, they *lose* one instead.

Go to the Barad-dûr

Go *directly* to the Barad-dûr.

Do not pass GO.

Do not collect $200.00.

Get out of Mordor Free!

Hang onto this card.
If you get a **Go to the Barad-dûr** card, you can cancel it with this.

This card can also be played any time you're within the borders of Mordor. When played this way, you will *immediately* move out of Mordor to the Black Gate.

Get out of Mordor Free!

Hang onto this card.
If you get a **Go to the Barad-dûr** card, you can cancel it with this.

This card can also be played any time you're within the borders of Mordor. When played this way, you will *immediately* move out of Mordor to the Black Gate.

Boromir Steals the Ring

You must proceed directly to Minas Tirith, forsaking all other goals until this is accomplished.

(Ignore this card if you have already destroyed the Ring.)

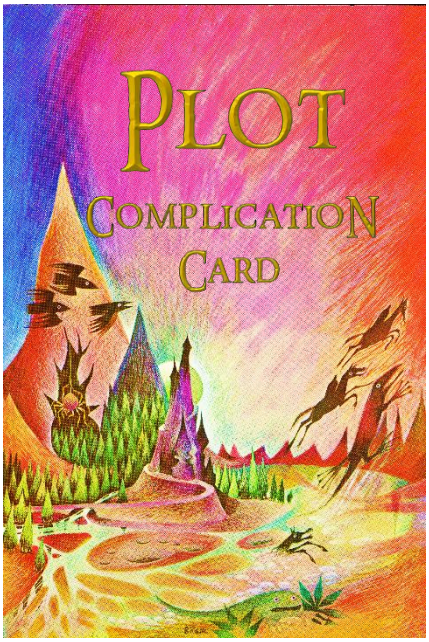
Wrong Ring!

Bilbo has given you a perfectly ordinary gold ring and kept the One for himself.

~

You must return to Rivendell and get the real Ring.

If you've already thrown a ring into Mount Doom, you'll have to go get the *right* Ring and try it again.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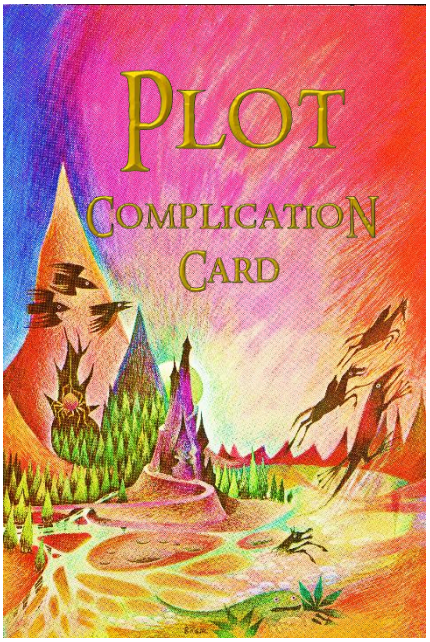
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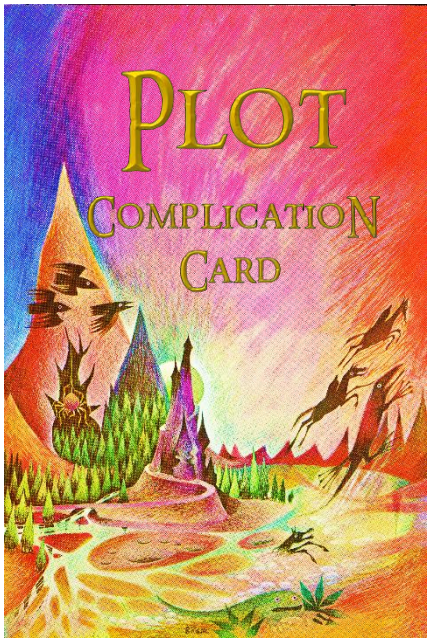
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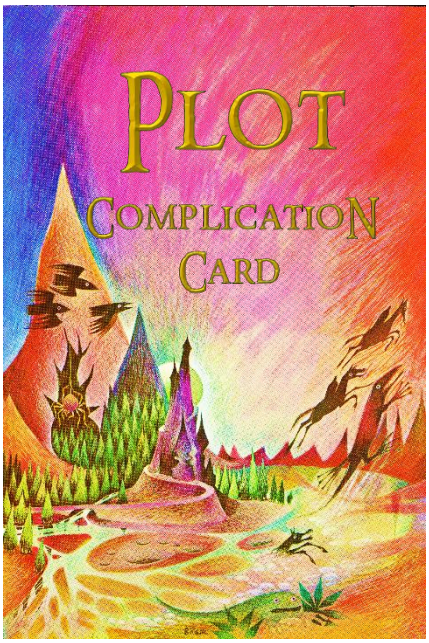
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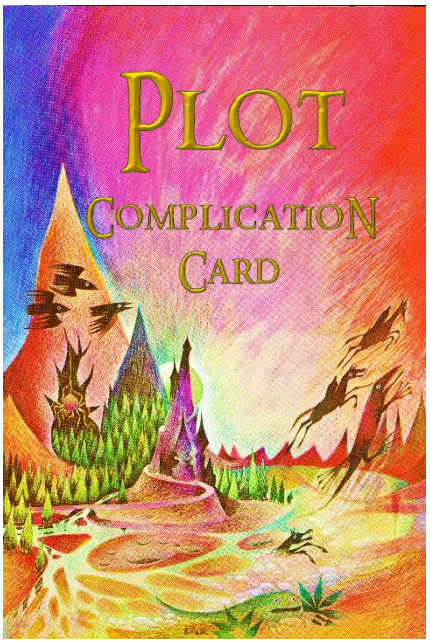
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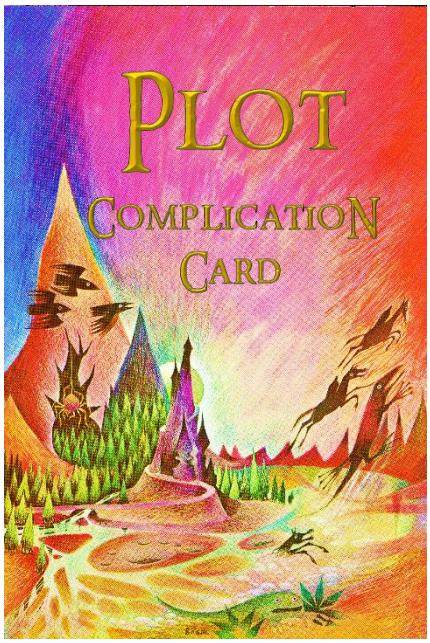
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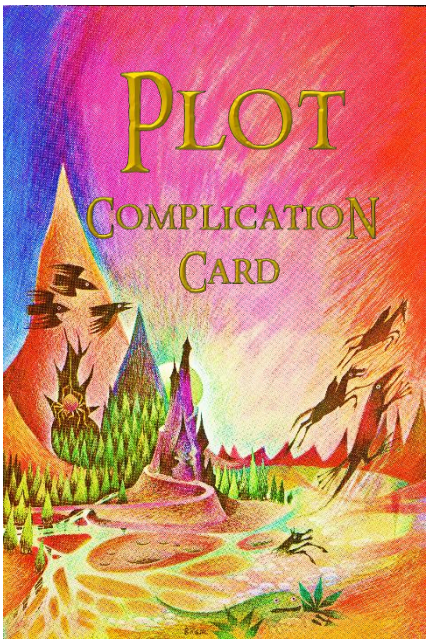
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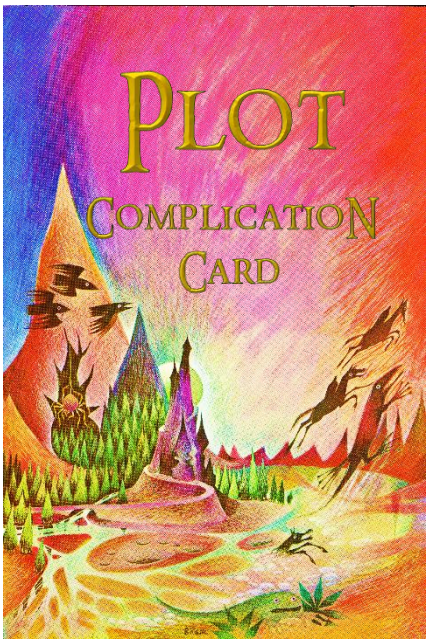
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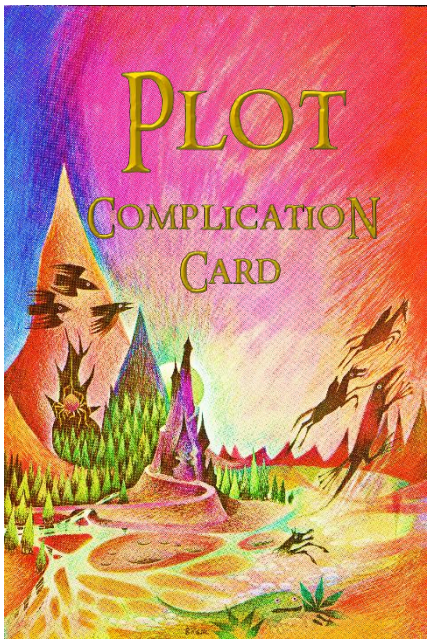
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Tom Bombadil

Hang onto this card.
Next time a plot complication appears that's not to your liking, play this card and Tom Bombadil will skip and prance and eliminate it for you.

Tom Bombadil

Hang onto this card.
Next time a plot complication appears that's not to your liking, play this card and Tom Bombadil will skip and prance and eliminate it for you.

Somebody Else's Problem

Next time you land on a Plot Complication square, you may either draw the card yourself or make another player of your choosing draw it instead.

Frodo Succumbs to the Lure of the Ring

Lose a turn while Gandalf beats some sense into him.

The Nazgûl

Go back three squares in the direction you came.

Black Riders

Go back three squares in the direction you came.

The Sword That Was Broken

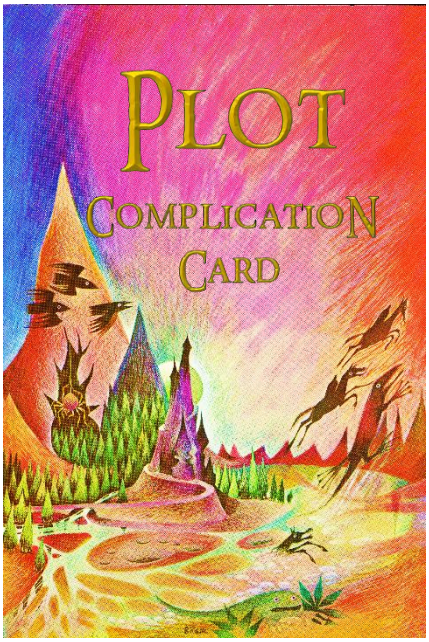
It breaks again.
~
Lose a turn while Aragorn glues it back together.

The Voice of Saruman

The Voice has lulled you into a false sense of security.
~
If you've already gone to Isengard and confronted Saruman, you'll have to go back and do it again.

Radagast the Simple

Radagast deceives you with false information from Saruman.
~
Back up two squares.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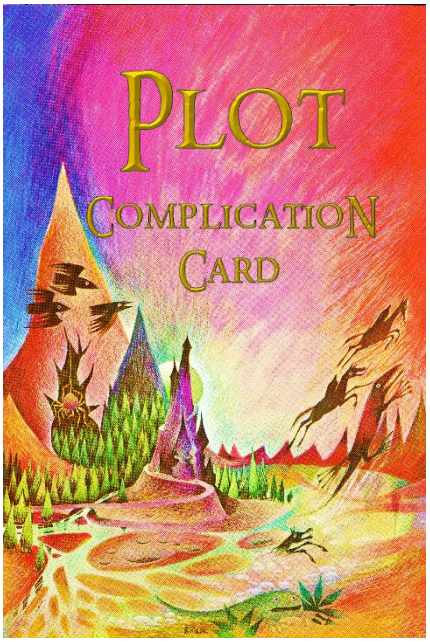
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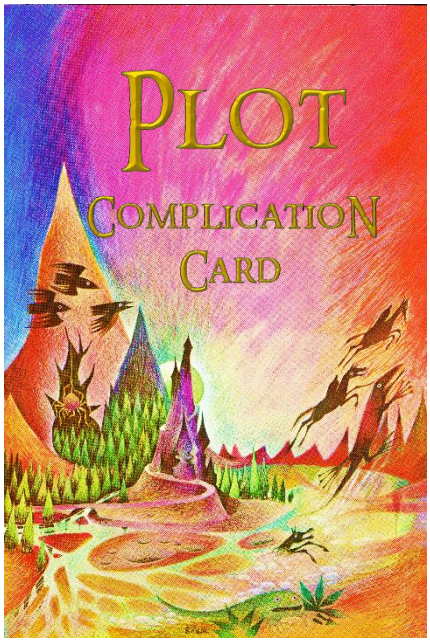
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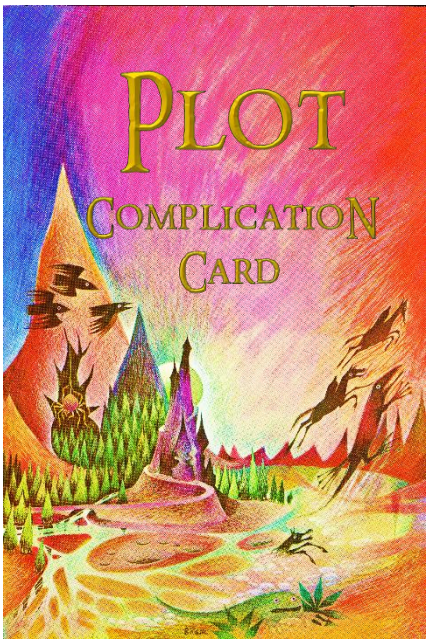
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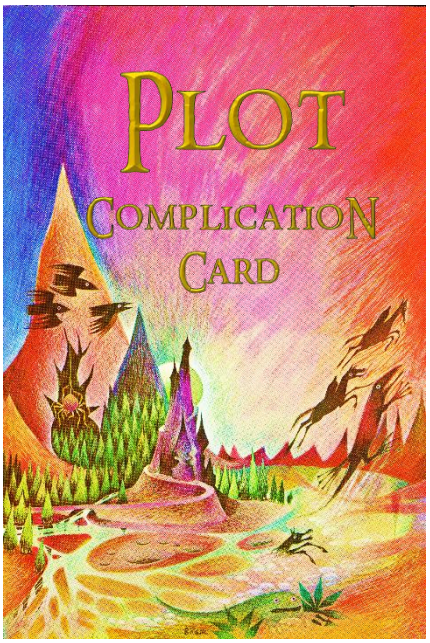
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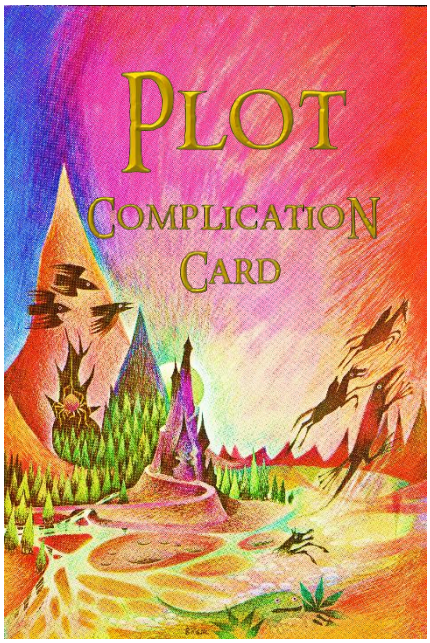
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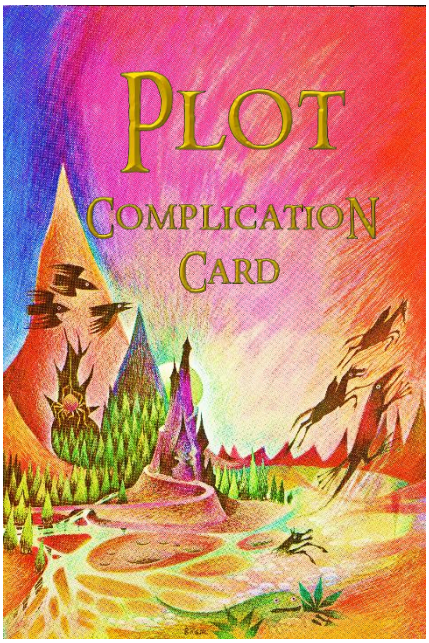
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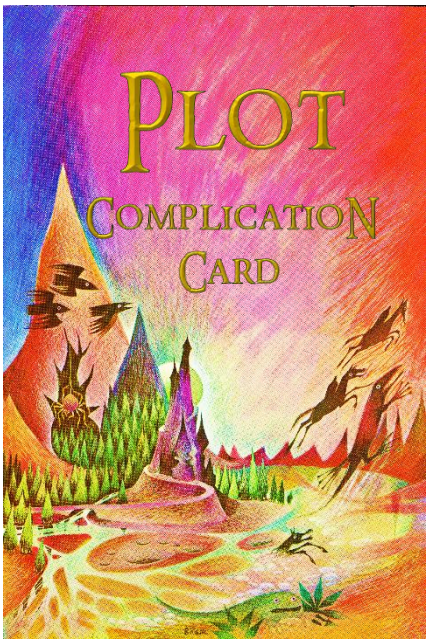
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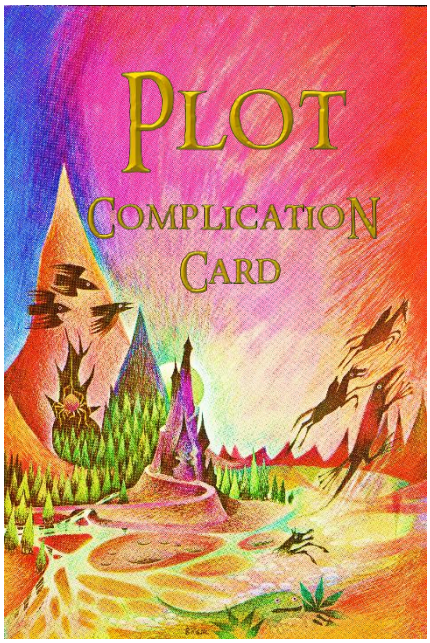
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Radagast the Fool

Radagast stupidly tells Saruman where you are.

~

Lose a turn.

Radagast the Bird-tamer

Radagast agrees to help you in your Quest, but then wanders away into the forest to look at the trees at a critical moment.

~

Next time you draw a Plot Complication card, draw a *second* one to go with it.

He's Not Quite Dead

The Balrog was only wounded.

~

If you've already defeated the Balrog, you'll have to go back and kill it again.

Ent Vengeance

Gimli bows before Treebeard, his axe falls to the ground, and Treebeard mistakes him for a woodsman and stomps him.

~

Lose a turn.

Rabid Horses

All players currently within Rohan lose a turn.

Rabid Horses

All players currently within Rohan lose a turn.

Hoof-and-Mouth Outbreak

Once this card is played, all movement in Rohan is restricted to a maximum of three squares per turn... *for the rest of the game.*

The Hands of a Healer

Hang onto this card.
It can be used at any time to remove the **Black Breath**, **Rabid Horses**, **Hoof-and-Mouth Disease**, or **Pipe-weed** cards from play.

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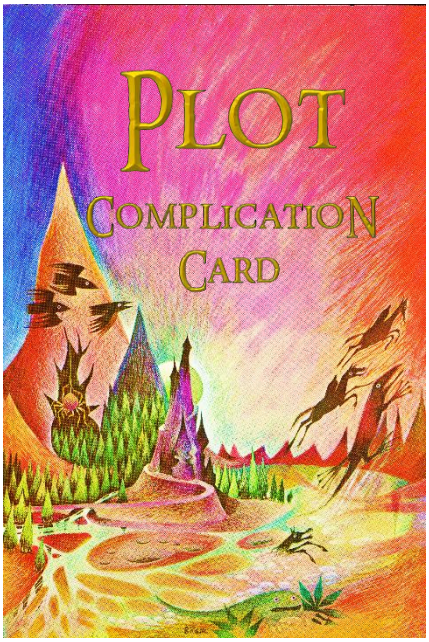
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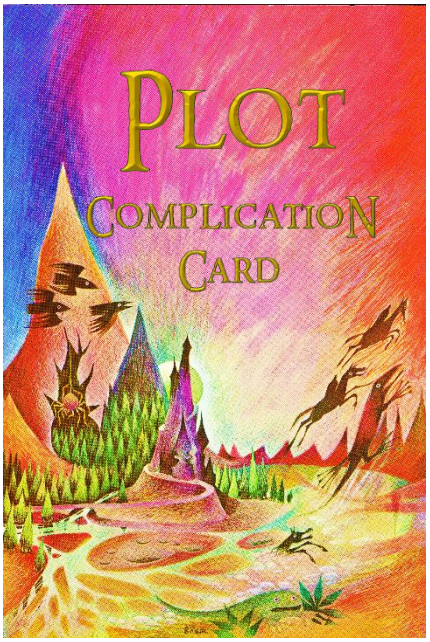
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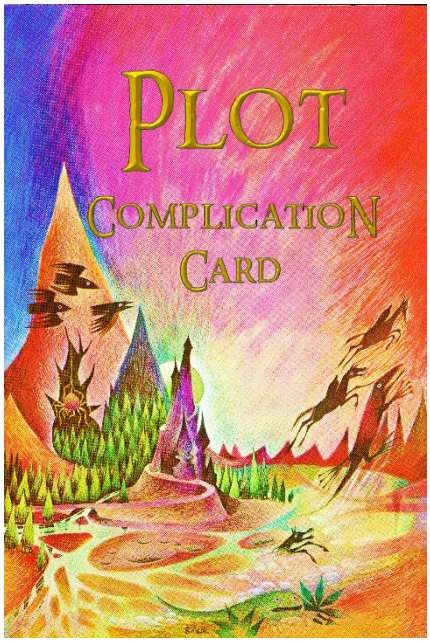
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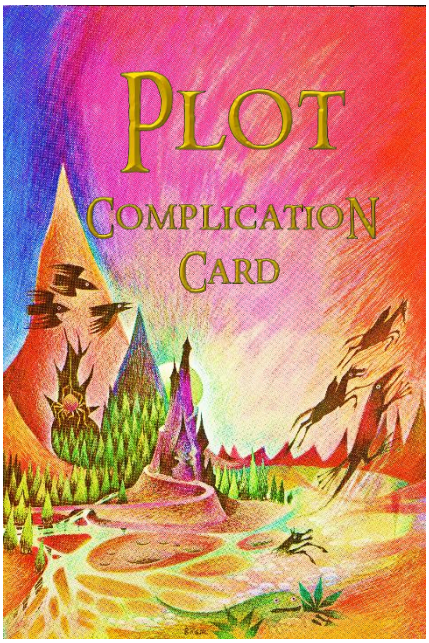
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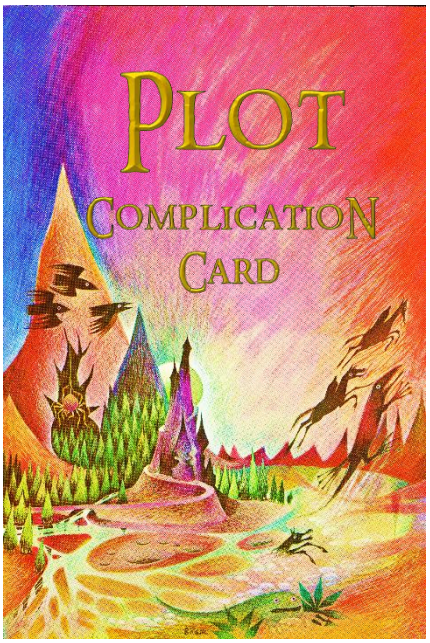
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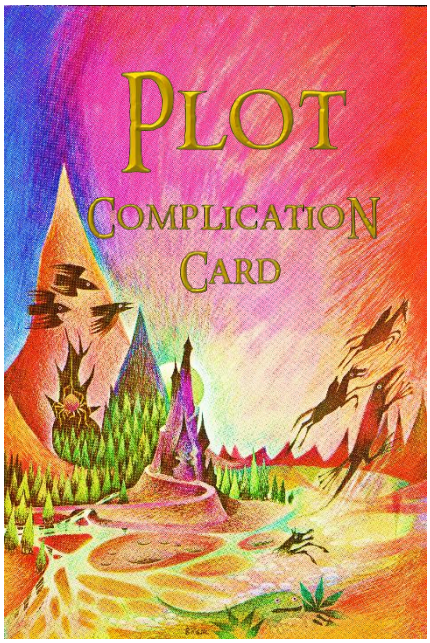
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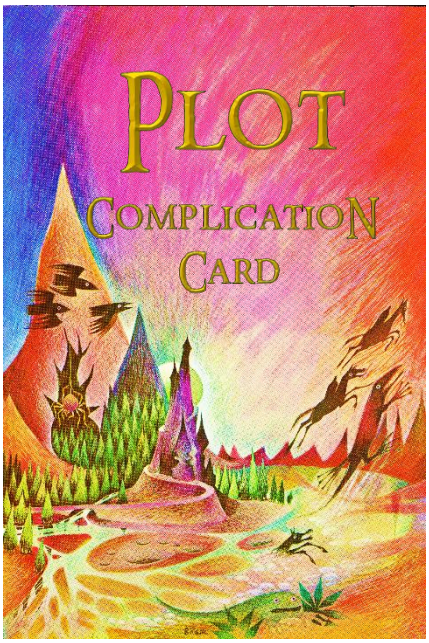
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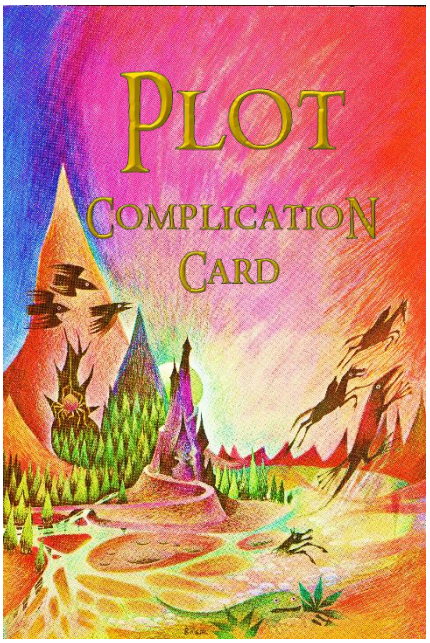
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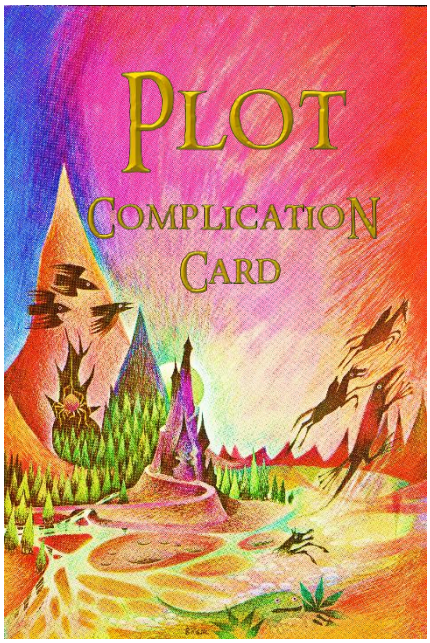
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The Black Breath

The hobbits become violently ill.

~

No matter what the dice say, you can move no more than *three squares per turn* for the next three turns.

Dernhelm

Just when you think everything's going fine, Éowyn shows up and starts trying to flirt with Aragorn.

~

If you haven't healed Théoden yet, you must drop whatever you're doing and go and heal him now.

If you've already healed Théoden, you just lose a turn.

The Witch-king

Everybody gets all scared.

~

Lose a turn.

Khamûl the Easterling

Everybody gets all scared.

~

Lose a turn.

Sméagol Brings Nice Fishes

You proceed with new energy.

~

Take an extra turn.

Sméagol Brings Nice Fishes

Ptomaine poisoning.

~

Lose a turn.

Killer Rabbit

Sam tries to stew a rabbit. It goes for his throat.

~

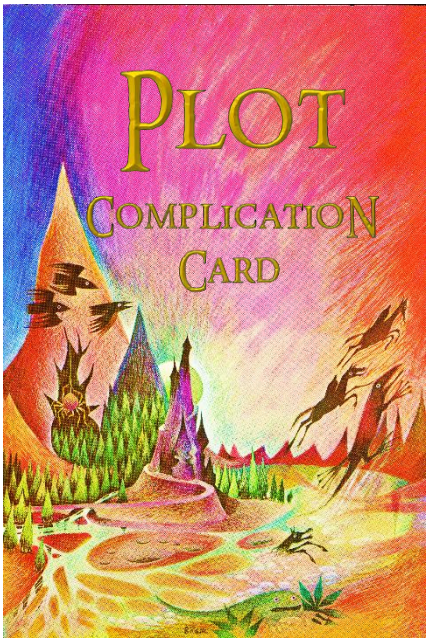
Lose a turn while he recovers.

Shelob Bites Frodo

Lose *two* turns.

Shelob's Web

Next turn, you can only move one square no matter what the dice say.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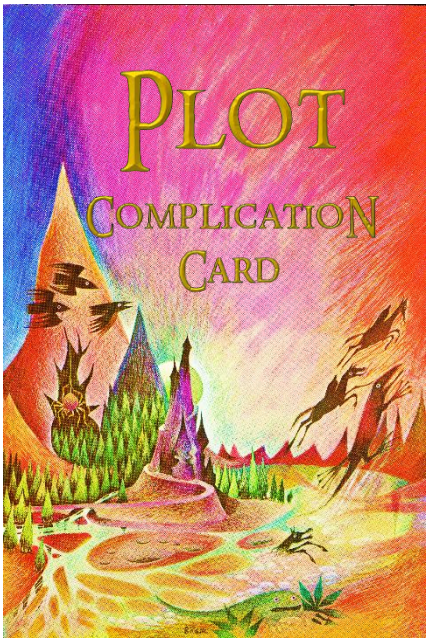
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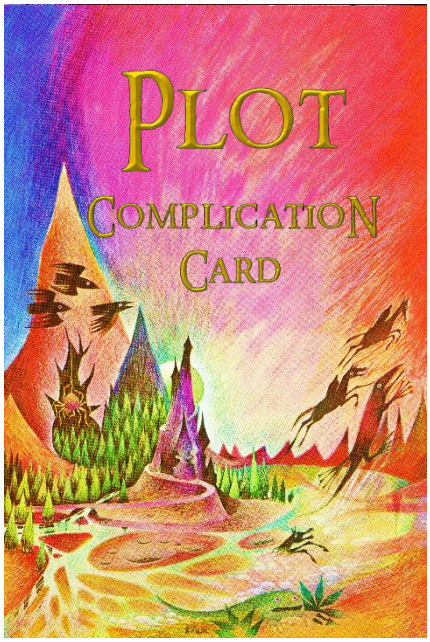
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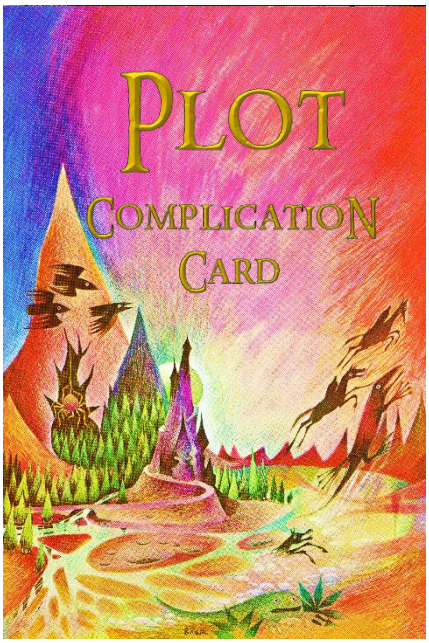
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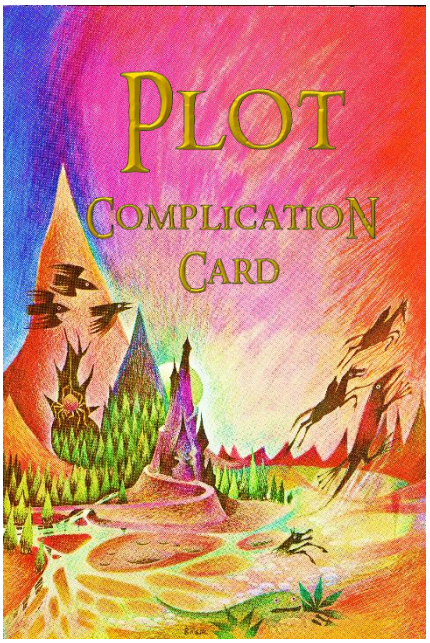
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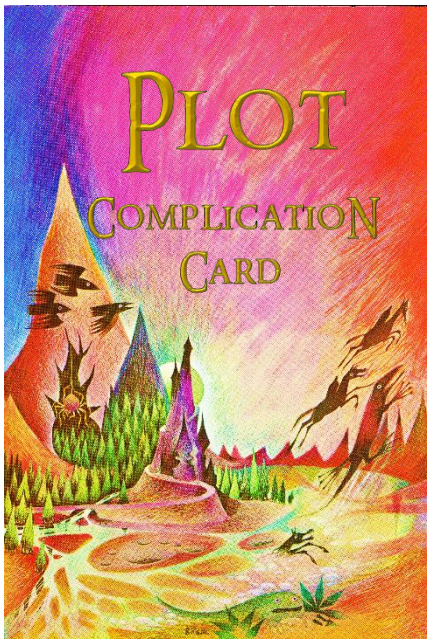
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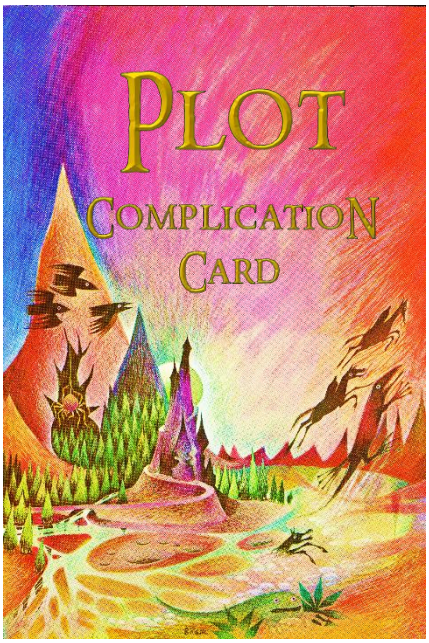
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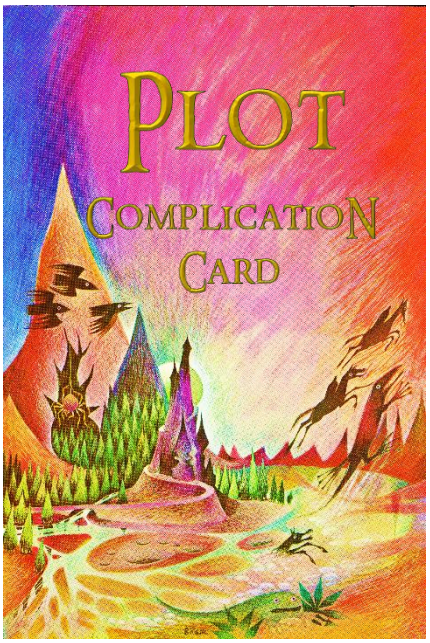
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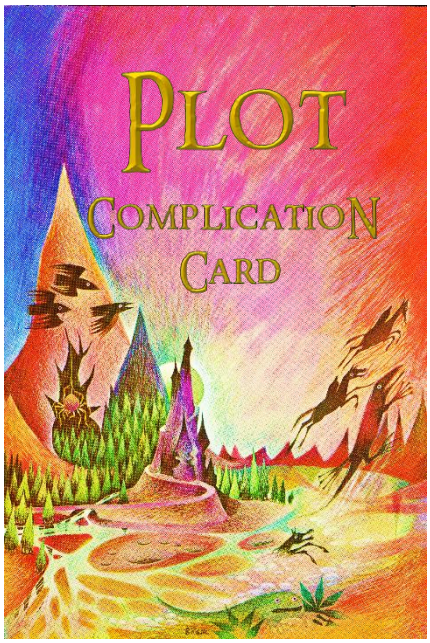
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Gollum Meets Gríma

The two learn much from each other. The plot becomes unstable.

~

Take *two* more cards.

Ghân-buri-Ghân

<u>Hang onto this card.</u>
When you're inside the borders of Rohan, you can redeem this card and the Wild Men will give you an extra turn.

Gríma the Thief

If you are holding any Plot Complication cards, you must give one of them up.

Gollum the Thief

If you are holding any Plot Complication cards, you must give one of them up.

Baggins the Thief

You can steal one Plot Complication card out of the hand of another player (assuming someone has a card to steal).

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Cats of Queen Berúthiel

You have to backtrack to avoid the feline hellcats.

~

Roll the dice and immediately go that many spaces back the way you came.

The Blue Wizards

Alatar and Pallando return unexpectedly from the East. They bear surprising tidings.

~

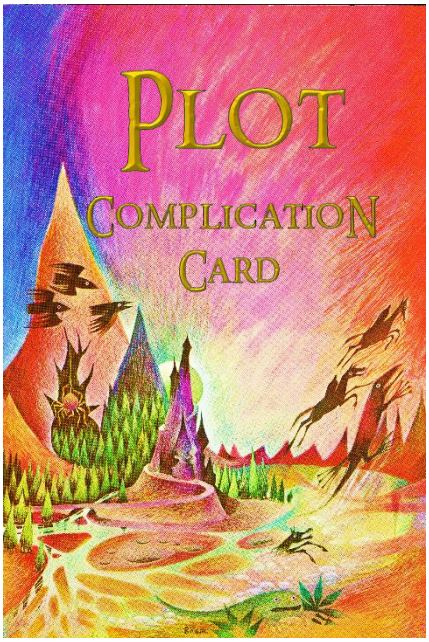
Take *two* more cards.

Lembas

It nourishes both body and spirit.

~

Move three more spaces.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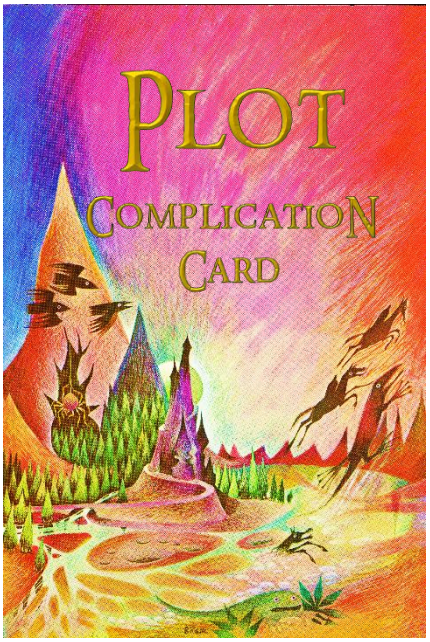
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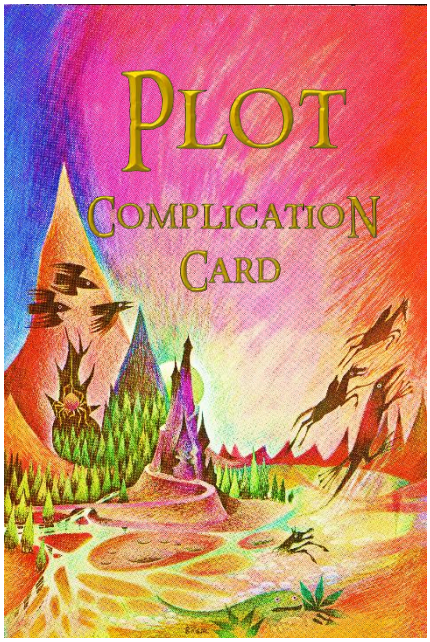
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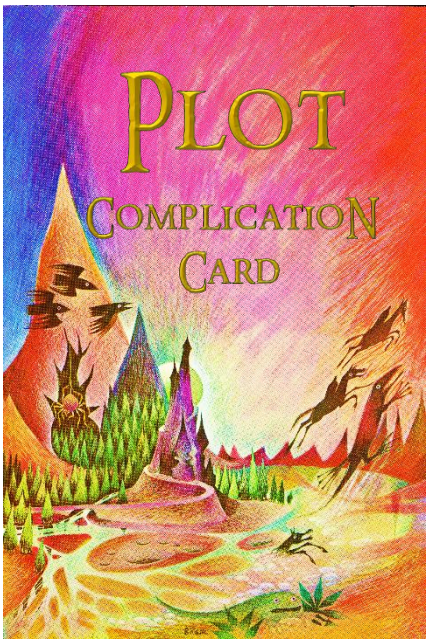
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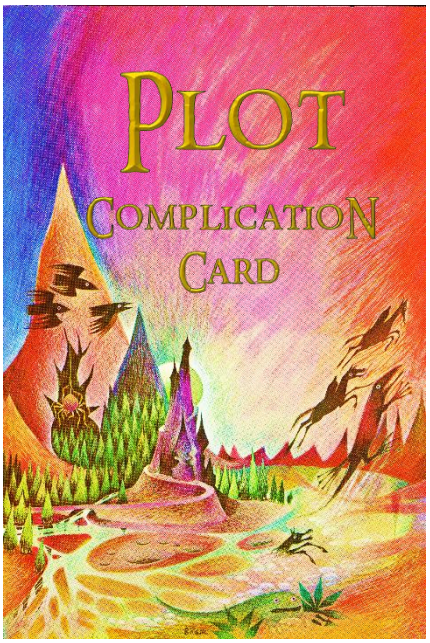
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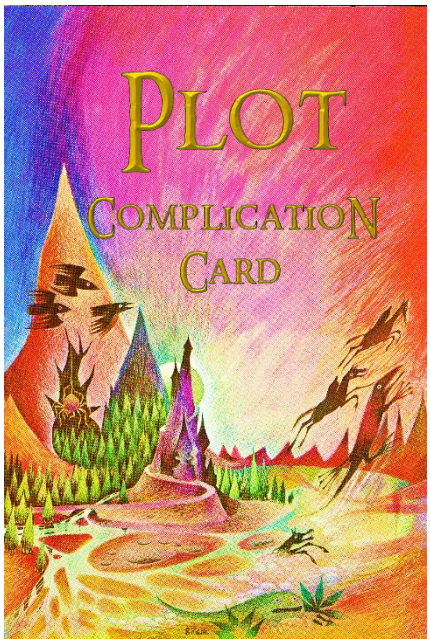
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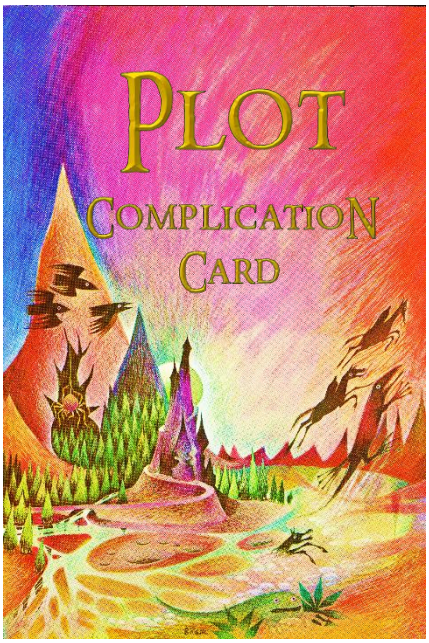
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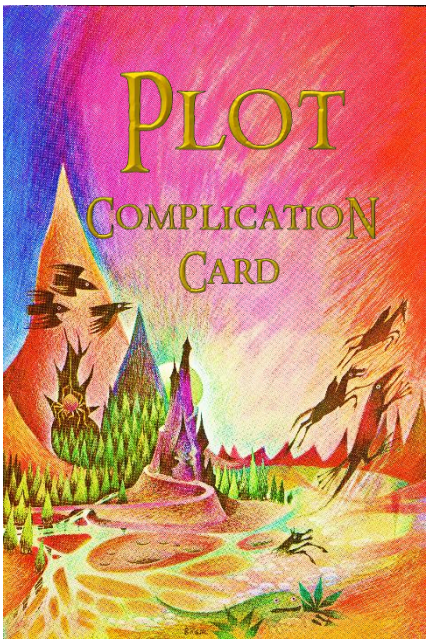
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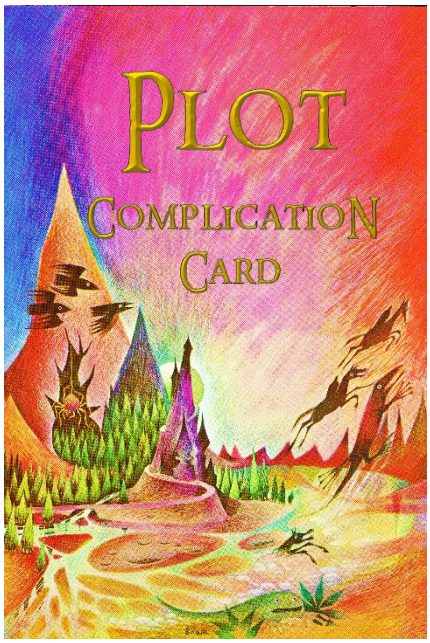

Plot
Complication
Card

The Deed of the Three Friends

Aragorn, Legolas and Gimli run for four days without rest.

~

Move three more spaces.

The Sea-longing

Legolas hears the seagulls and waxes poetic.

~

Lose a turn.

Arwen

She shows up unexpectedly. Aragorn gets all sidetracked, but later on goes forth with fresh resolve.

~

Lose a turn.

The turn after that, take *two* turns.

Arwen Meets Éowyn

They get in a big fight over Aragorn.

~

Lose a turn.

The Witch-king

Everybody panics and runs.

~

Go back three squares the way you came.

Khamûl the Easterling

Everybody panics and runs.

~

Go back three squares the way you came.

Éowyn

<u>Hang onto this card.</u>
You can play it to stop any **Witch-king** or **Arwen** card that comes into play, regardless of whether it's yours or somebody else's. (Note: This card will *not* affect the **Arwen Meets Éowyn** card.)

Arwen Sends Aragorn Tidings

Also a banner and flowers.

~

Move three extra squares.

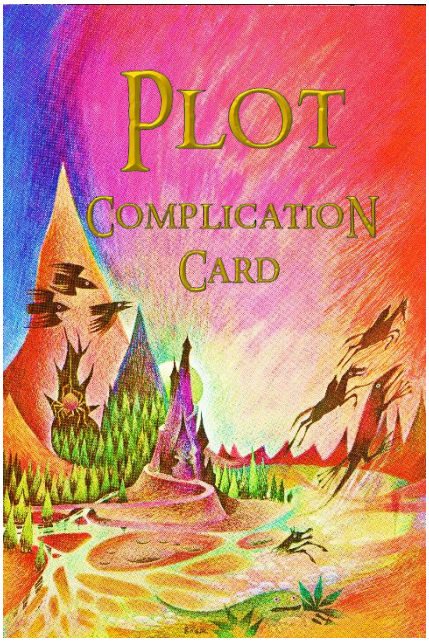
Pippin Uses the Palantír

He gets terrified by the Enemy.

~

If you haven't defeated Saruman yet, lose a turn.

If you have, Gandalf is in haste; take an extra turn.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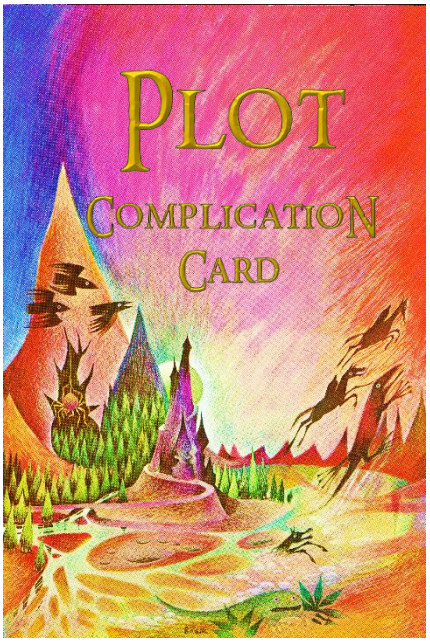
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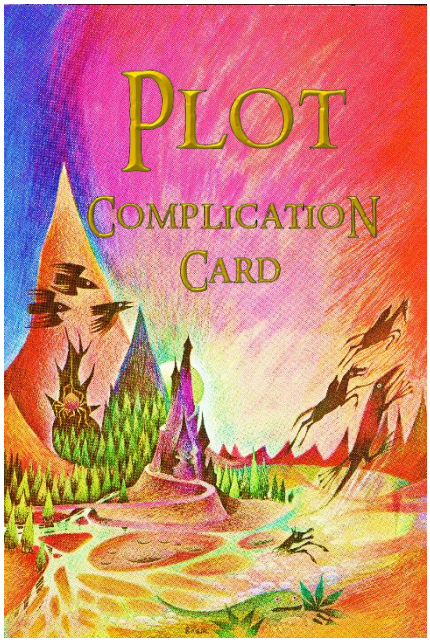
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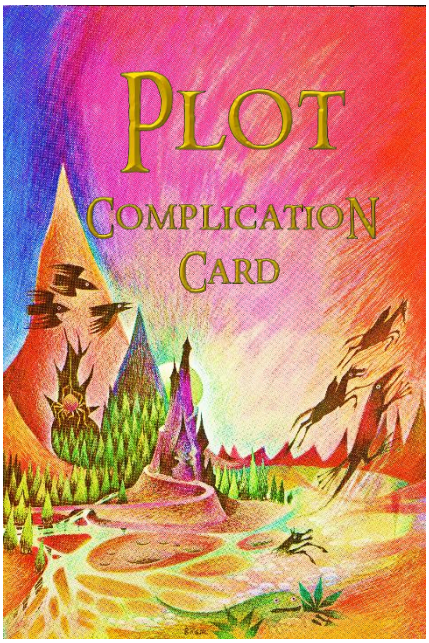
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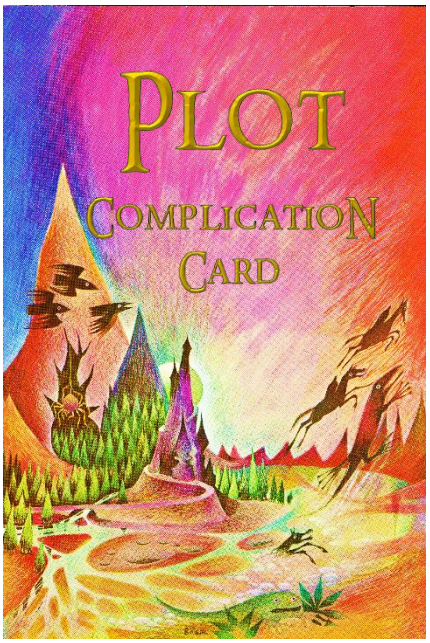
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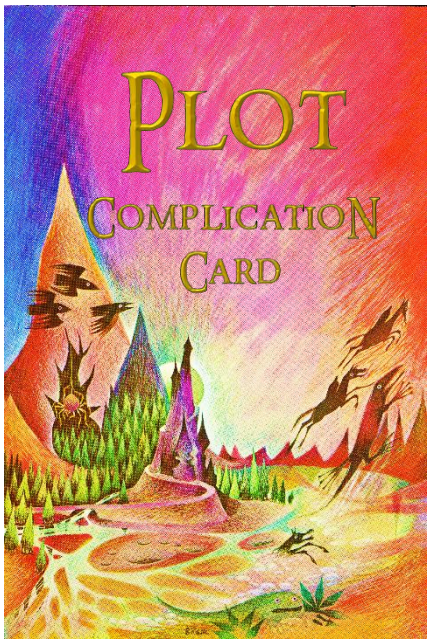
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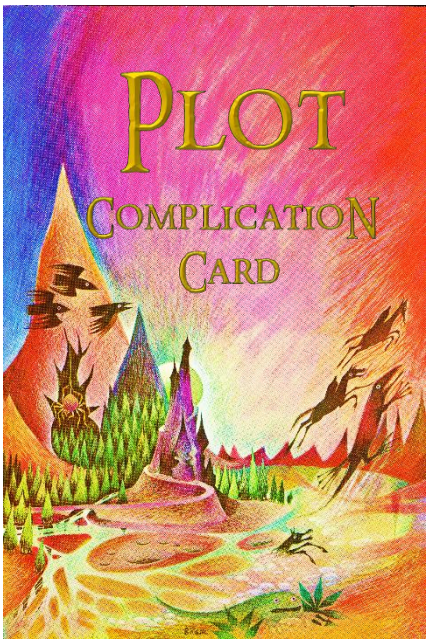
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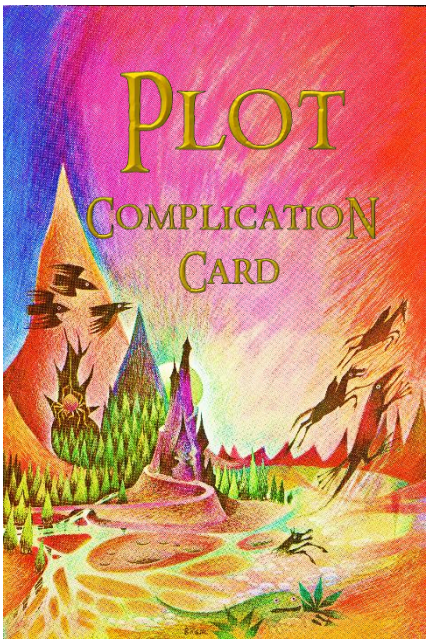
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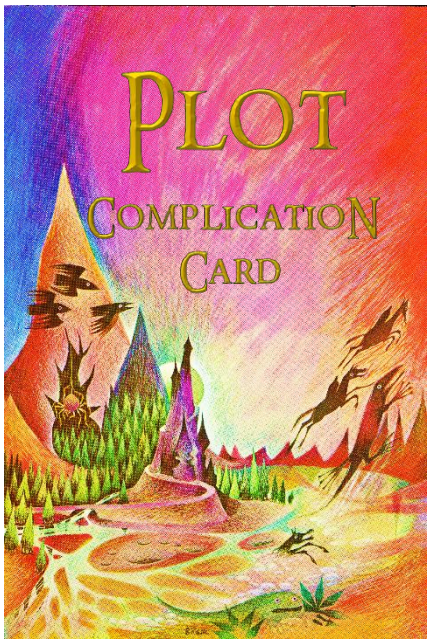

Plot
Complication
Card

The White Rider

Gandalf returns from the dead.
~
Take an extra turn.

Wisdom of Galadriel

Hang onto this card.
If you lose a turn for whatever reason later in the game, you can use this card to get it back.

Faramir

Hang onto this card.
It doesn't do anything, but hang onto it anyway.

Éomer

Hang onto this card.
It doesn't do anything, but hang onto it anyway.

Narya

Hang onto this card.
Don't show it to anybody. It's a secret. If you ever reveal it to anybody, you lose a turn. If someone correctly guesses you have it, you lose a turn. If someone guesses you have it but you don't, *they* lose a turn. If someone else takes this card from you, *both* of you lose a turn.

Aragorn Uses the Palantír

All secrets are revealed.
~
Look and see what cards are being held by every other player.

The Black Stone

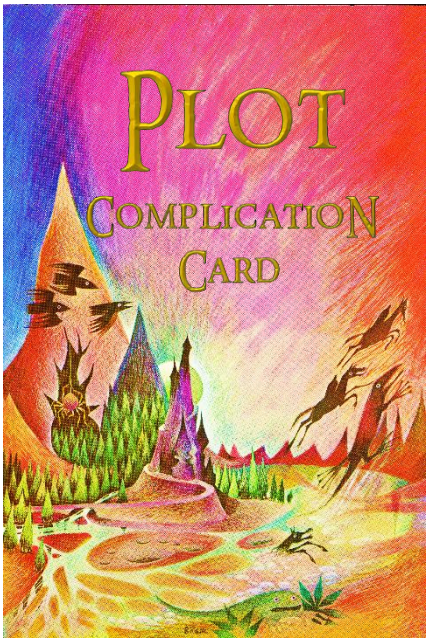
Hang onto this card.
If you are on the Paths of the Dead, you can play this card and the Dead will accompany you—even if they have to leave another player to do it. If you are not on the Paths of the Dead, you can still play this card during your turn to cause the Dead to *forsake another player* and return to Erech.

Lore of Elrond

Hang onto this card.
You can redeem it at any time to move an additional five squares.

Blasting Fire

Hang onto this card.
If another player takes it from you, it *explodes* and they lose two turns.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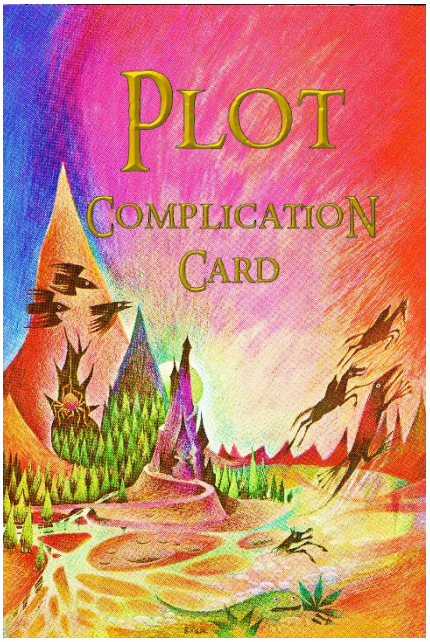
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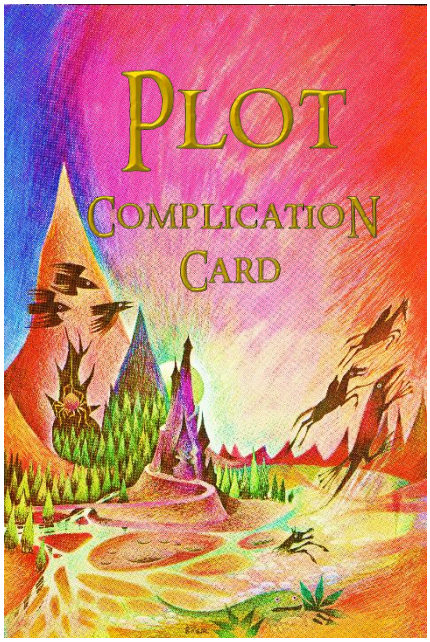
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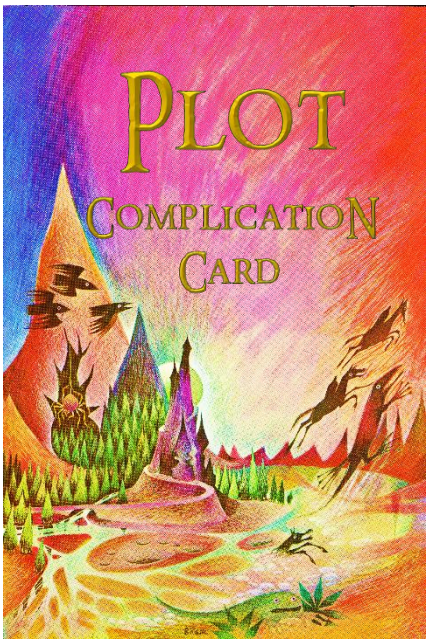
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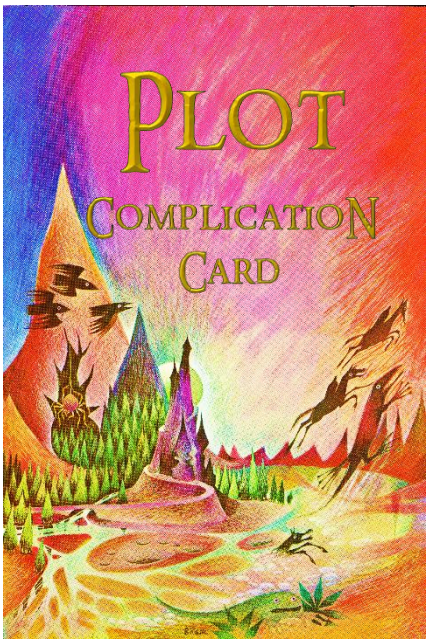
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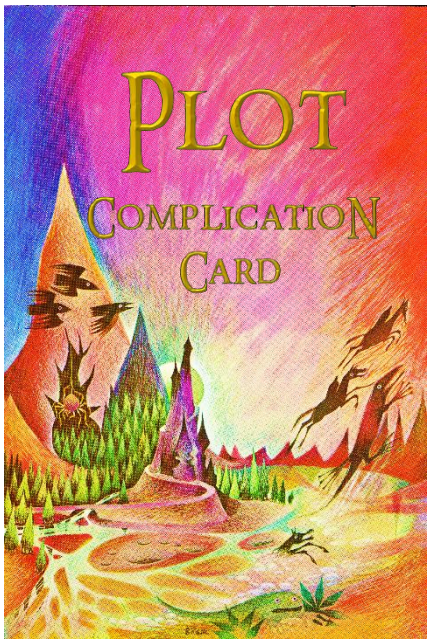
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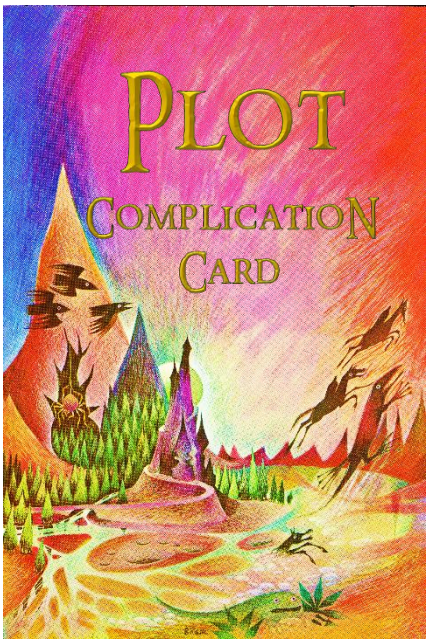
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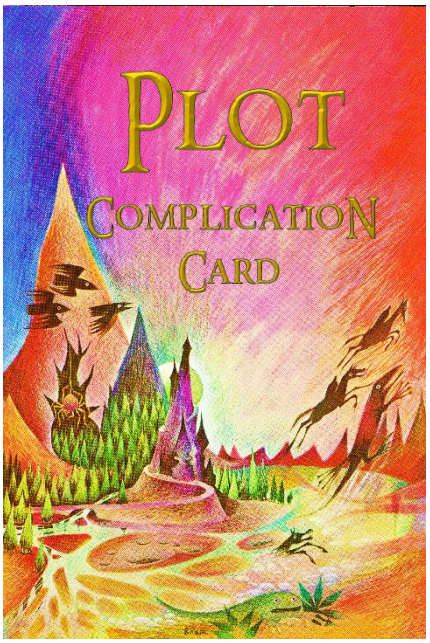
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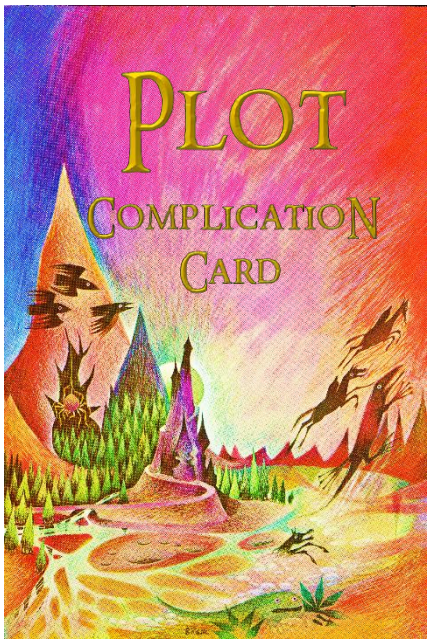

Plot
Complication
Card

Bill Ferny

Sam insists on going back to punch him.

~

Go back two squares the way you came.

Sméagol's Birthday

Give this card to the player of your choice. They lose a turn.

Pipe-weed

Roll the die immediately and interpret the result thusly:

1: You're out of pipe-weed. No effect.
2-3: You have a very refreshing smoke. Take an extra turn.
4-5: Coughing fit. Lose a turn.
6: Severe coughing fit. Merry gives up smoking. Gandalf continues to smoke nearby. Merry gets short-tempered, goes berserk and tries to kill him. Lose two turns.

Bill the Pony

Move two extra squares for each of your next two turns.

Mirror of Galadriel

<u>Hang onto this card.</u>
You can play this card to stop one of the following six cards from taking effect:

- Go to the Barad-dûr
- Wrong Ring!
- Boromir Steals the Ring
- The Voice of Saruman
- He's Not Quite Dead
- Dernhelm

Phial of Galadriel

<u>Hang onto this card.</u>
You can play this card to stop one of the following six cards from taking effect:

- Go to the Barad-dûr
- Wrong Ring!
- Boromir Steals the Ring
- The Voice of Saruman
- He's Not Quite Dead
- Dernhelm

The Mouth of Sauron

He tells you really bad depressing stuff, and you believe it.
Then uncounted thousands of your enemies come forth from nowhere and besiege you.

~

Lose *two* turns while you straighten things out.

The Eye of Sauron

The Eye is seeking for the Ring. You have to hide from its gaze.

~

Go back three squares in the direction you came...

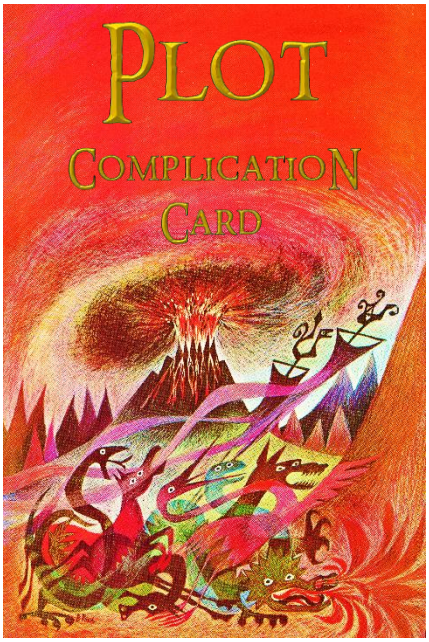
...and then lose a turn.

The Burden

The Ring is almost too heavy to bear.

~

Once this card is played, all movement in Mordor
(for players who have not yet destroyed the Ring)
is restricted to a maximum of three squares per turn... *for the rest of the game.*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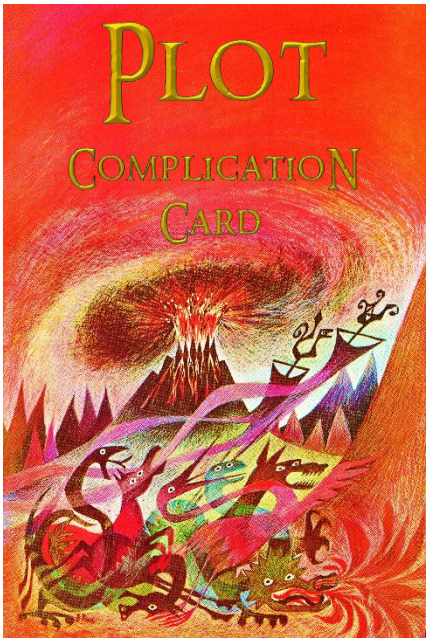
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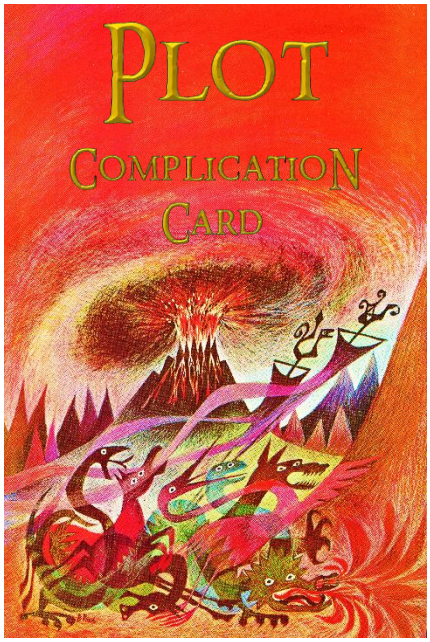
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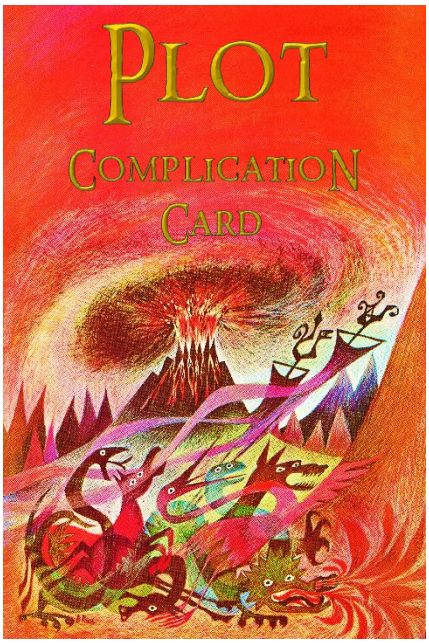
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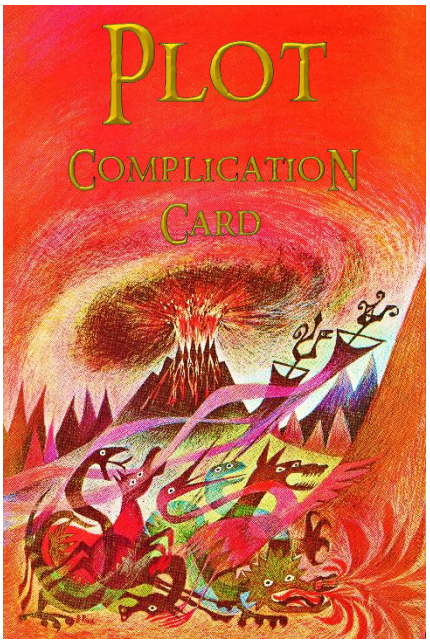
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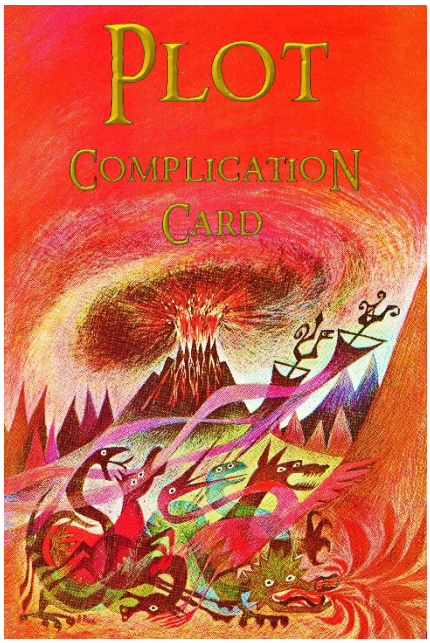
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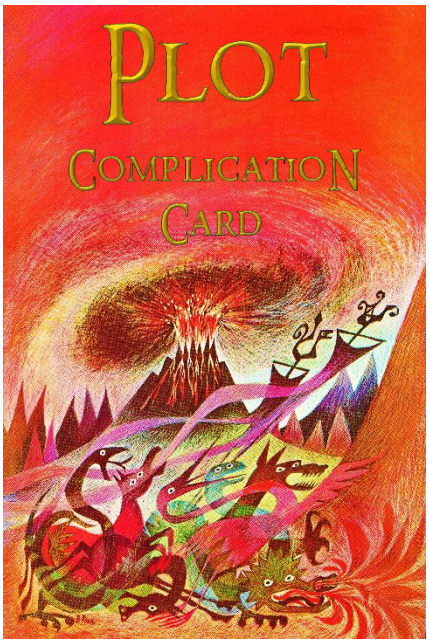
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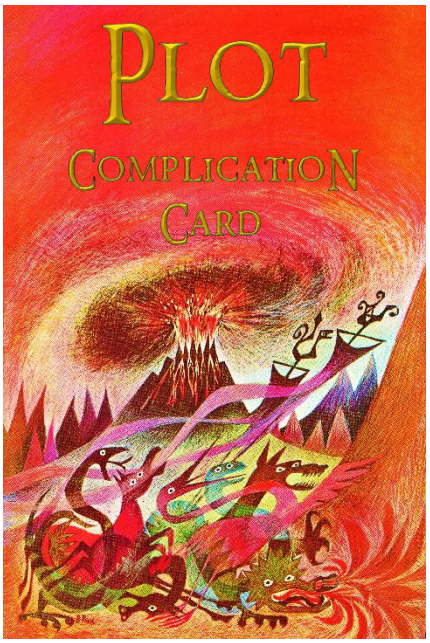
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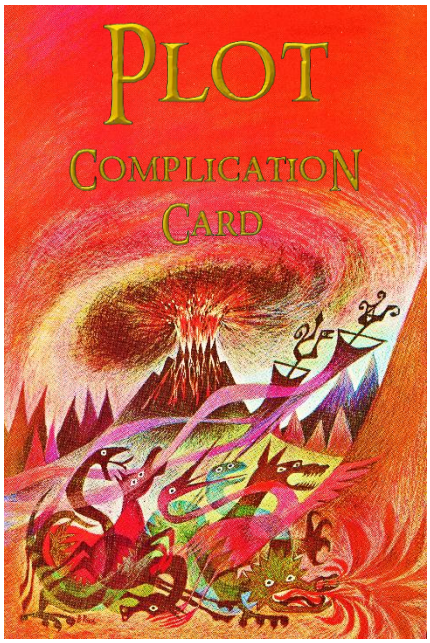

PLOT
COMPLICATION
CARD

Orcs Ambush the Fellowship

The Fellowship is broken. Boromir dies. You're following the book perfectly.

~

Take an extra turn.

Eagles

A sign of divine intervention from Manwë.

~

Take an extra turn.

Eagles

A sign of divine intervention from Manwë.

~

Take an extra turn.

Fickle Eagles

Hang onto this card.
Any time another player plays an **Eagles** card, you can play this card on top of it. Instead of gaining a turn, they *lose* one instead.

Go to the Barad-dûr

Go *directly* to the Barad-dûr.

Do not pass GO.

Do not collect $200.00.

Get out of Mordor Free!

Hang onto this card.
If you get a **Go to the Barad-dûr** card, you can cancel it with this.

This card can also be played any time you're within the borders of Mordor. When played this way, you will *immediately* move out of Mordor to the Black Gate.

Get out of Mordor Free!

Hang onto this card.
If you get a **Go to the Barad-dûr** card, you can cancel it with this.

This card can also be played any time you're within the borders of Mordor. When played this way, you will *immediately* move out of Mordor to the Black Gate.

Boromir Steals the Ring

You must proceed directly to Minas Tirith, forsaking all other goals until this is accomplished.

(Ignore this card if you have already destroyed the Ring.)

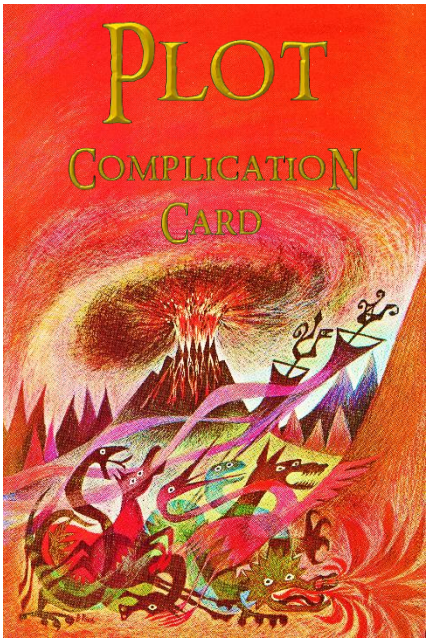
Wrong Ring!

Bilbo has given you a perfectly ordinary gold ring and kept the One for himself.

~

You must return to Rivendell and get the real Ring.

If you've already thrown a ring into Mount Doom, you'll have to go get the *right* Ring and try it again.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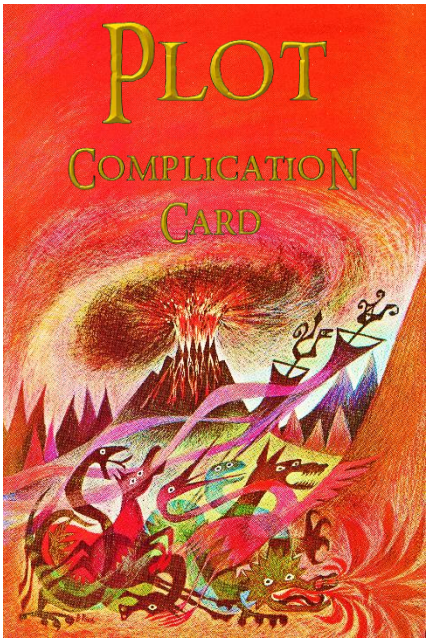
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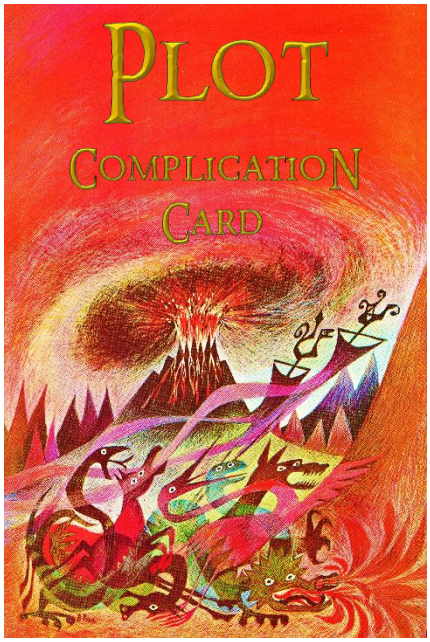
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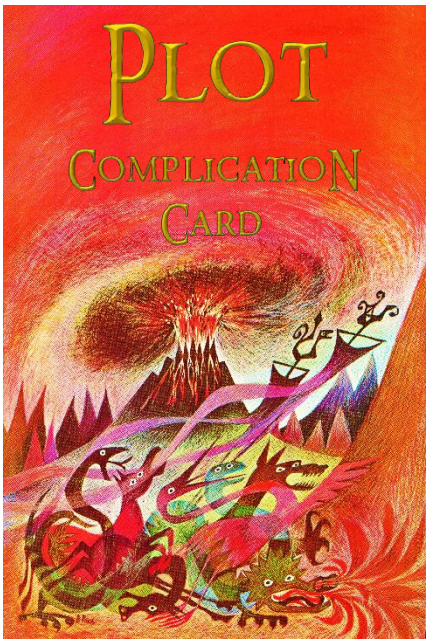
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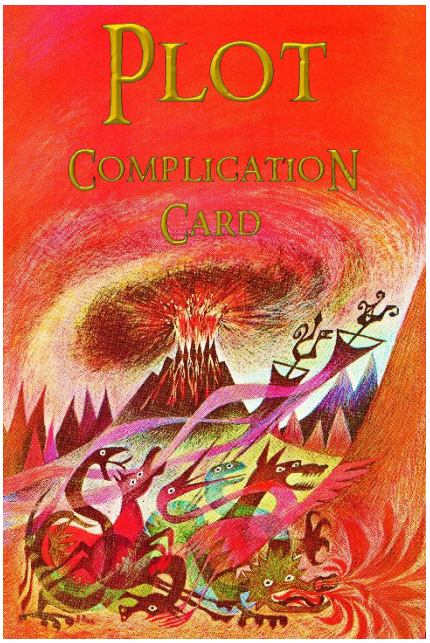
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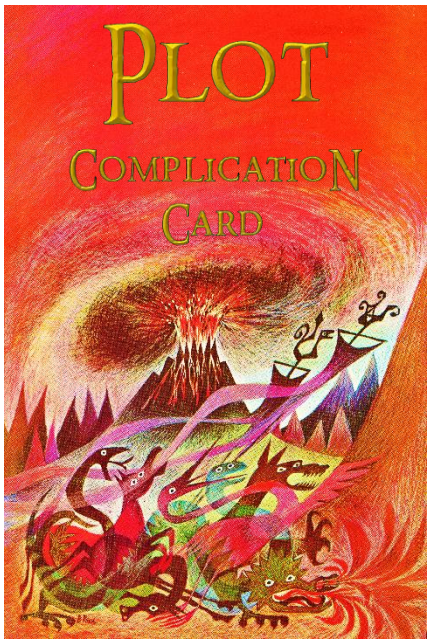
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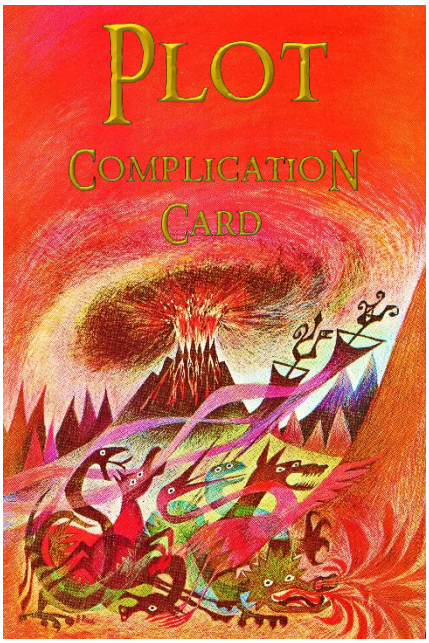
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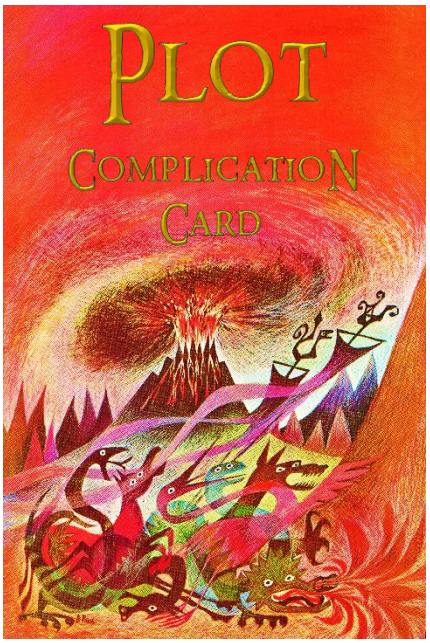
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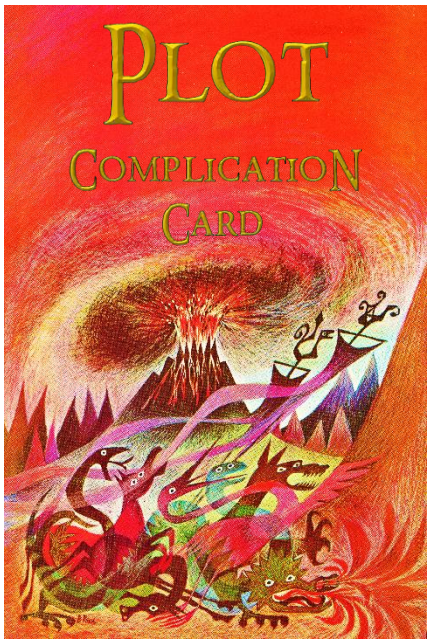
PLOT
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Tom Bombadil

Hang onto this card.
Next time a plot complication appears that's not to your liking, play this card and Tom Bombadil will skip and prance and eliminate it for you.

Tom Bombadil

Hang onto this card.
Next time a plot complication appears that's not to your liking, play this card and Tom Bombadil will skip and prance and eliminate it for you.

Somebody Else's Problem

Next time you land on a Plot Complication square, you may either draw the card yourself or make another player of your choosing draw it instead.

Frodo Succumbs to the Lure of the Ring

Lose a turn while Gandalf beats some sense into him.

The Nazgûl

Go back three squares in the direction you came.

Black Riders

Go back three squares in the direction you came.

The Sword That Was Broken

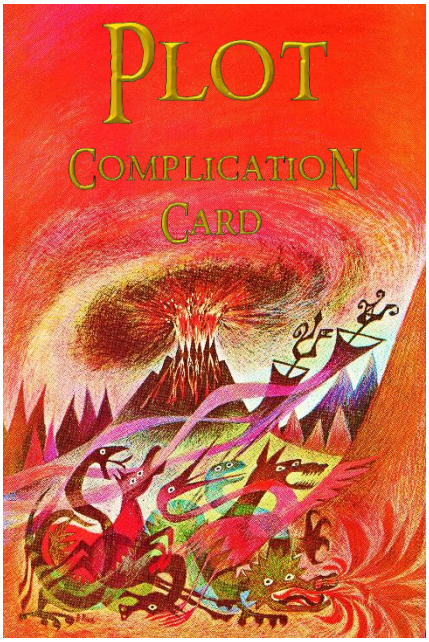
It breaks again.
~
Lose a turn while Aragorn glues it back together.

The Voice of Saruman

The Voice has lulled you into a false sense of security.
~
If you've already gone to Isengard and confronted Saruman, you'll have to go back and do it again.

Radagast the Simple

Radagast deceives you with false information from Saruman.
~
Back up two squares.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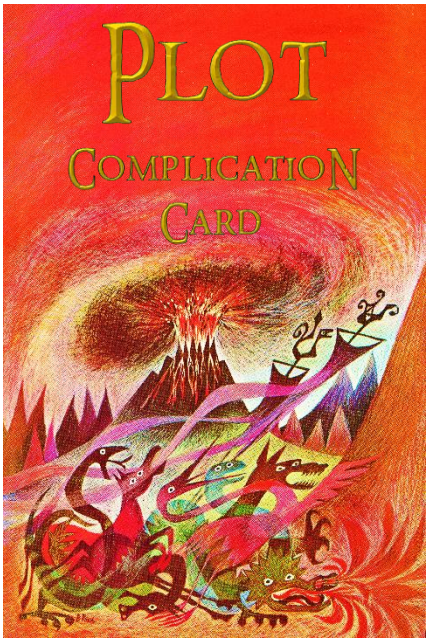
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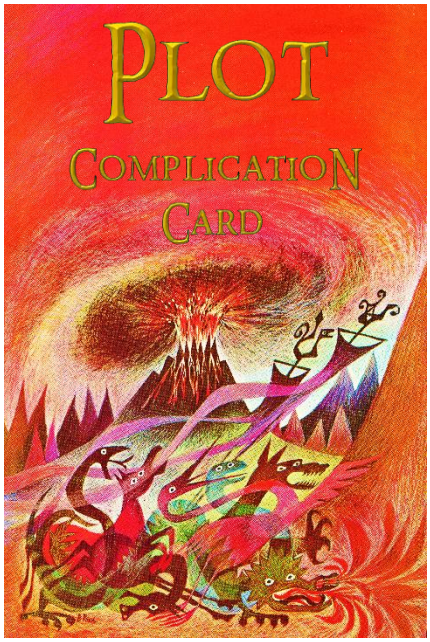
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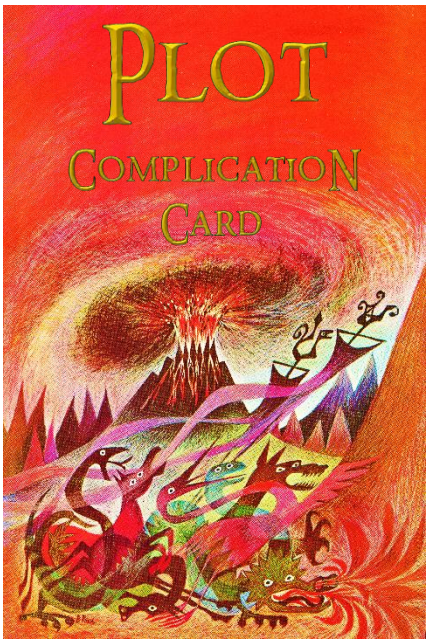
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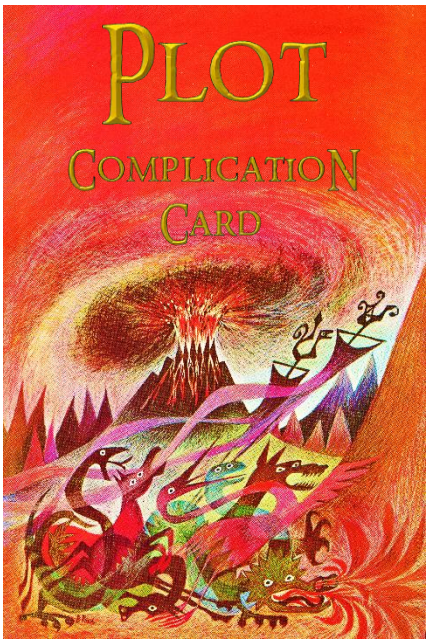
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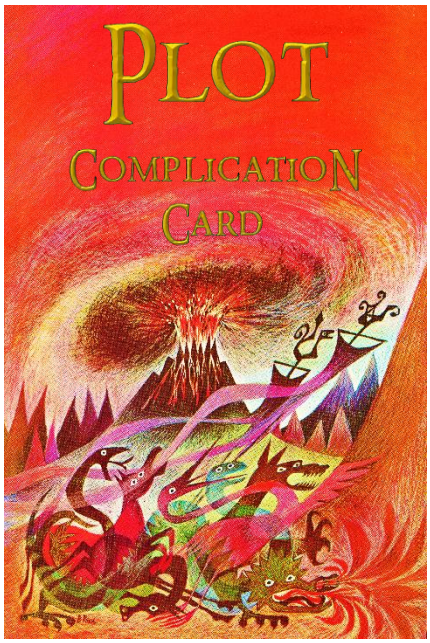
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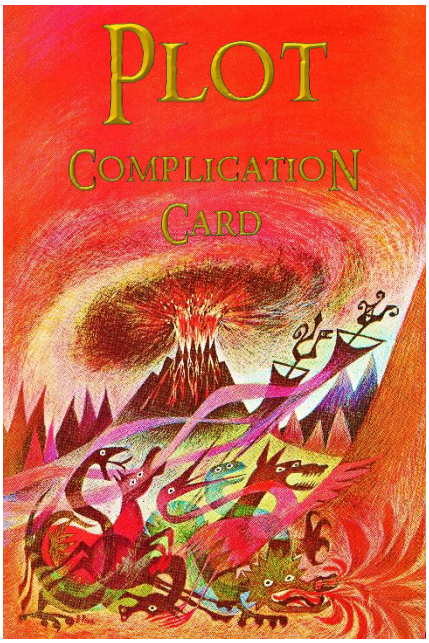
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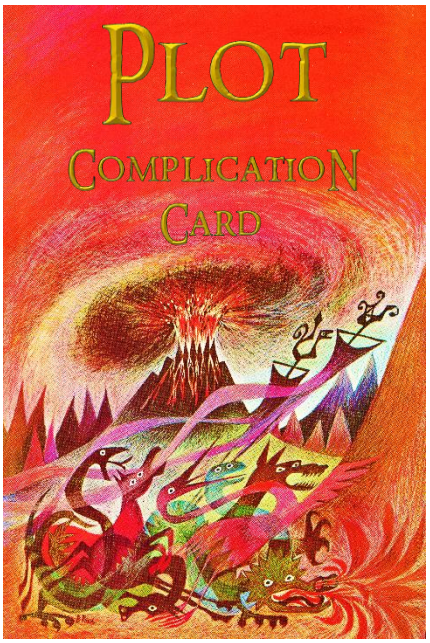
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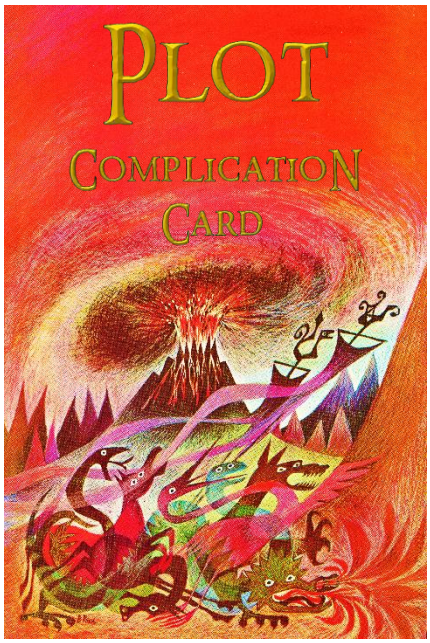
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Radagast the Fool

Radagast stupidly tells Saruman where you are.

~

Lose a turn.

Radagast the Bird-tamer

Radagast agrees to help you in your Quest, but then wanders away into the forest to look at the trees at a critical moment.

~

Next time you draw a Plot Complication card, draw a *second* one to go with it.

He's Not Quite Dead

The Balrog was only wounded.

~

If you've already defeated the Balrog, you'll have to go back and kill it again.

Ent Vengeance

Gimli bows before Treebeard, his axe falls to the ground, and Treebeard mistakes him for a woodsman and stomps him.

~

Lose a turn.

Rabid Horses

All players currently within Rohan lose a turn.

Rabid Horses

All players currently within Rohan lose a turn.

Hoof-and-Mouth Outbreak

Once this card is played, all movement in Rohan is restricted to a maximum of three squares per turn... *for the rest of the game.*

The Hands of a Healer

Hang onto this card.
It can be used at any time to remove the **Black Breath**, **Rabid Horses**, **Hoof-and-Mouth Disease**, or **Pipe-weed** cards from play.

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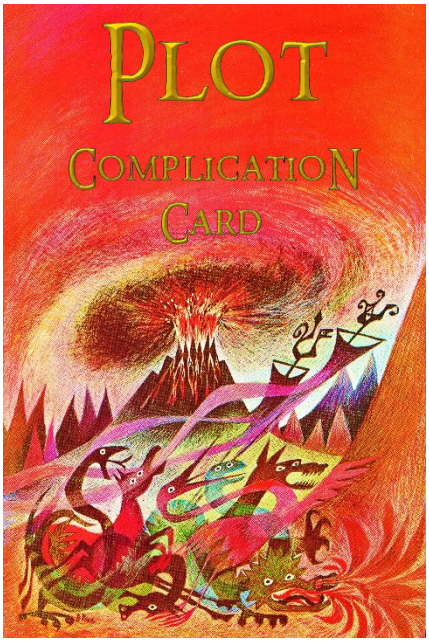
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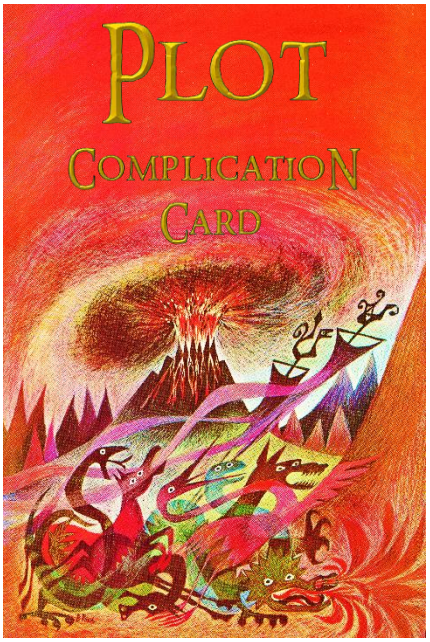
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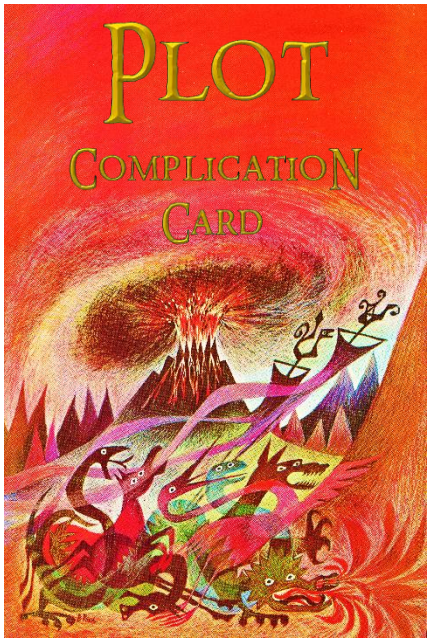
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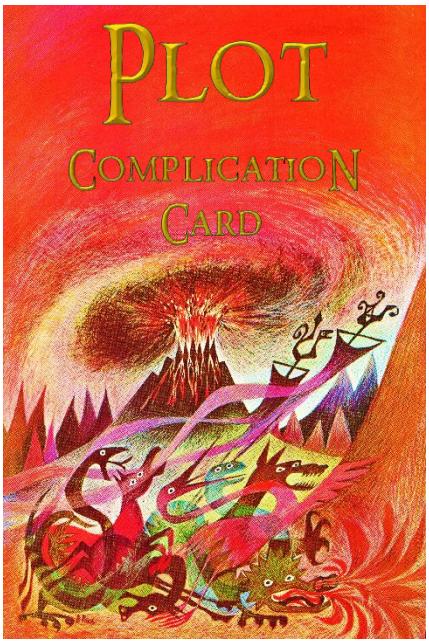
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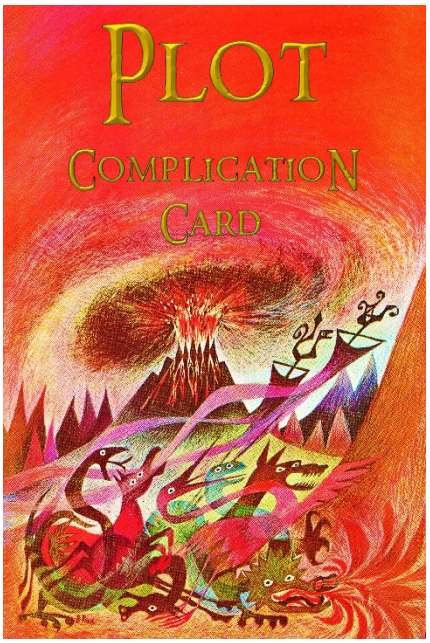
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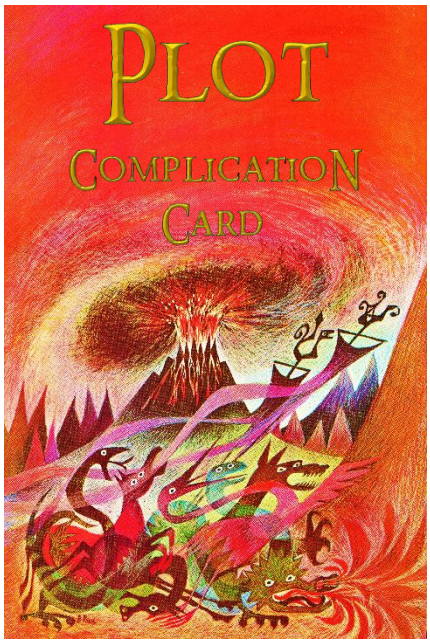
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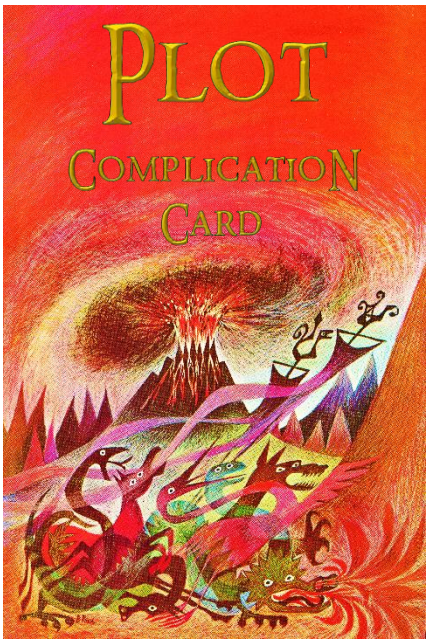
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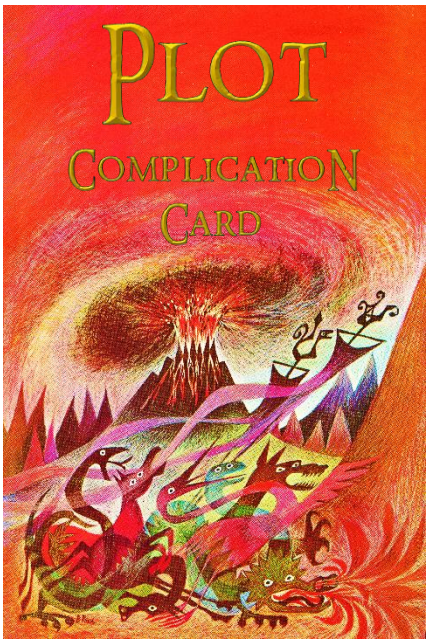
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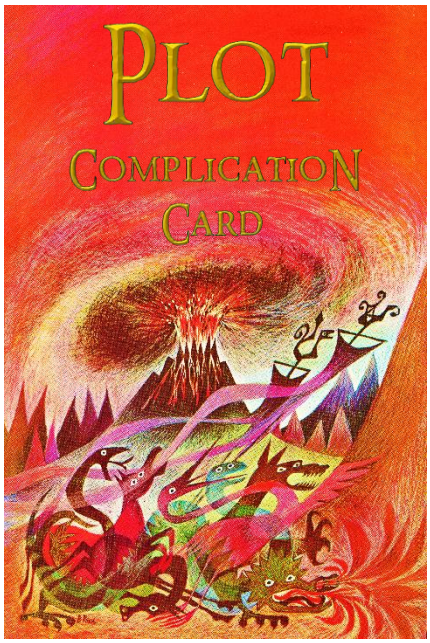
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The Black Breath

The hobbits become violently ill.

~

No matter what the dice say, you can move no more than *three squares per turn* for the next three turns.

Dernhelm

Just when you think everything's going fine, Éowyn shows up and starts trying to flirt with Aragorn.

~

If you haven't healed Théoden yet, you must drop whatever you're doing and go and heal him now.

If you've already healed Théoden, you just lose a turn.

The Witch-king

Everybody gets all scared.

~

Lose a turn.

Khamûl the Easterling

Everybody gets all scared.

~

Lose a turn.

Sméagol Brings Nice Fishes

You proceed with new energy.

~

Take an extra turn.

Sméagol Brings Nice Fishes

Ptomaine poisoning.

~

Lose a turn.

Killer Rabbit

Sam tries to stew a rabbit. It goes for his throat.

~

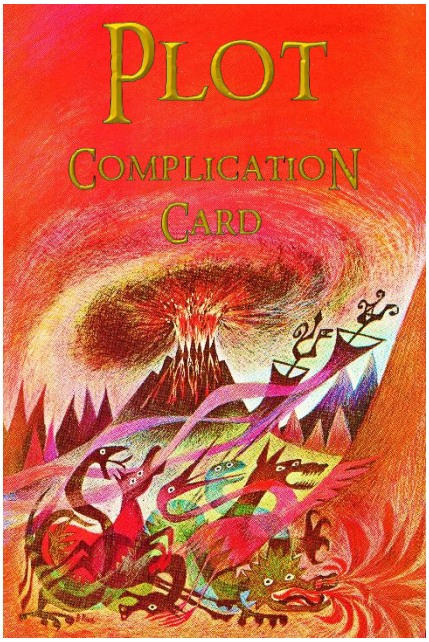
Lose a turn while he recovers.

Shelob Bites Frodo

Lose *two* turns.

Shelob's Web

Next turn, you can only move one square no matter what the dice say.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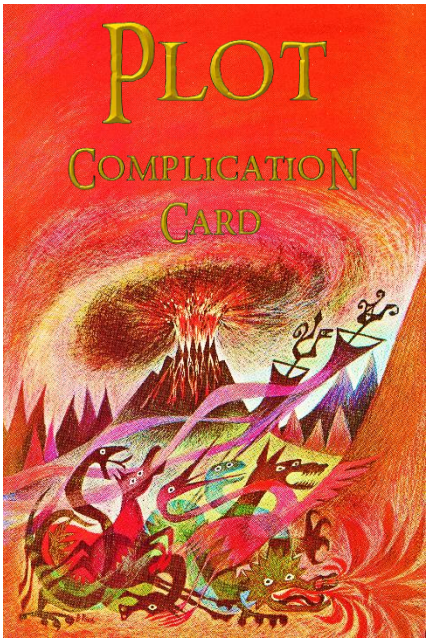
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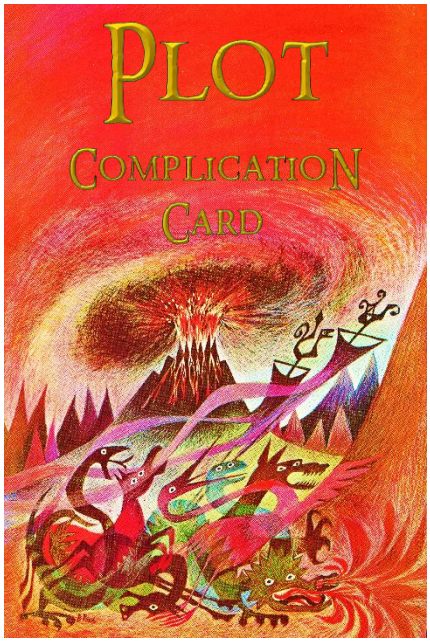
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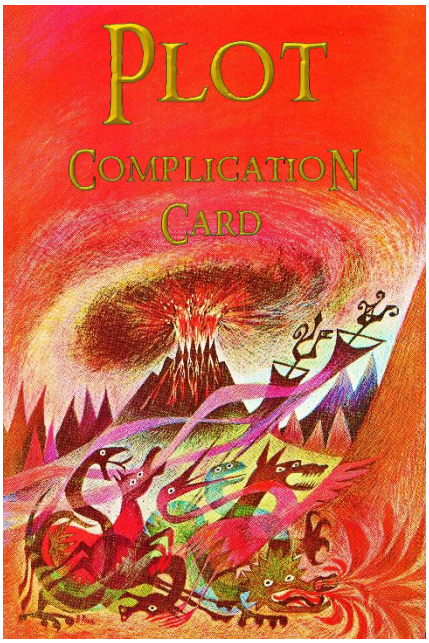
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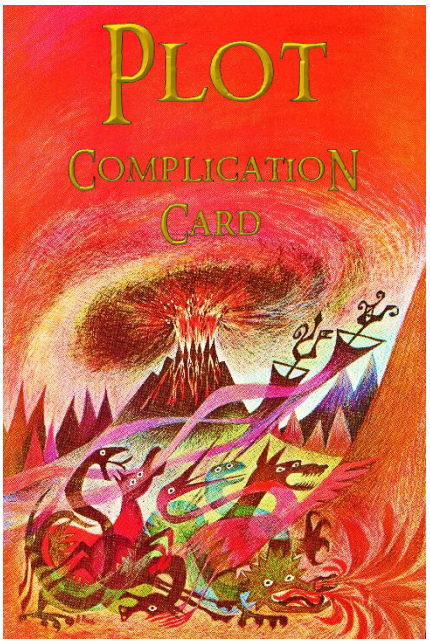
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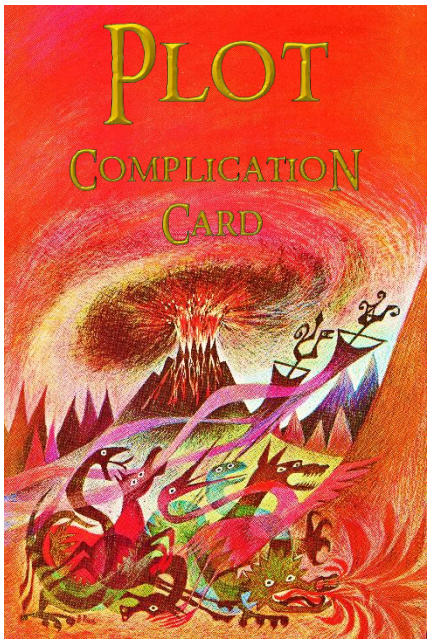
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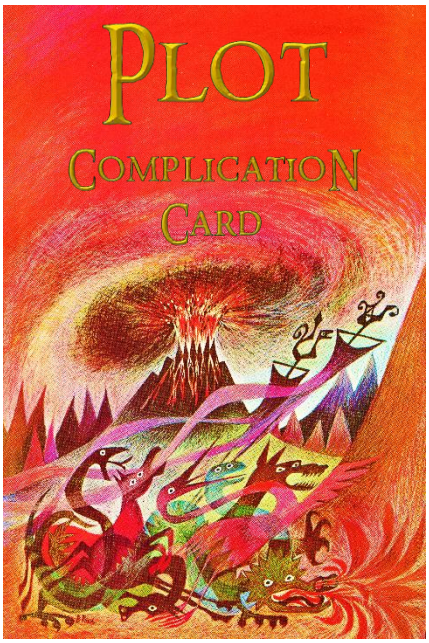
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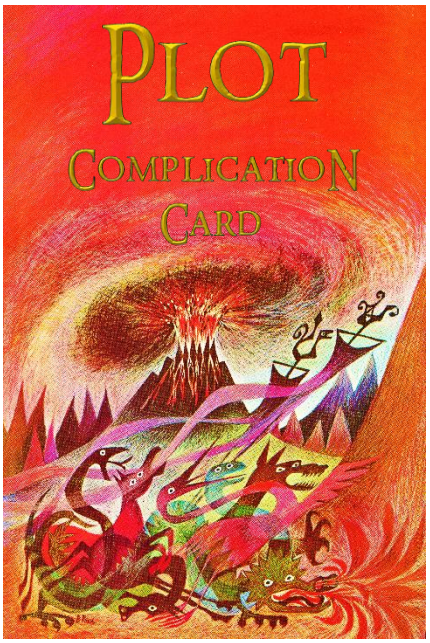
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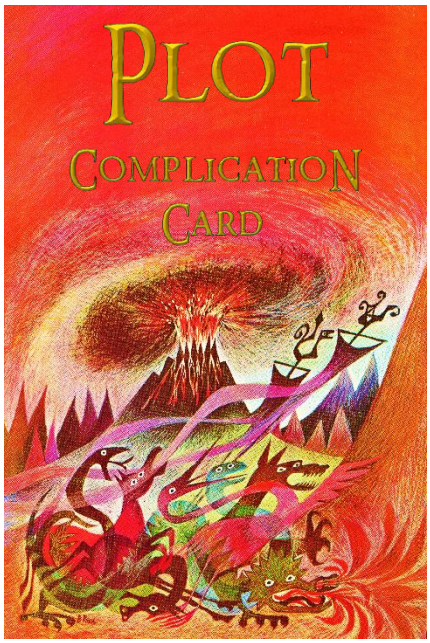
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Gollum Meets Gríma

The two learn much from each other. The plot becomes unstable.

~

Take *two* more cards.

Ghân-buri-Ghân

<u>Hang onto this card.</u>
When you're inside the borders of Rohan, you can redeem this card and the Wild Men will give you an extra turn.

Gríma the Thief

If you are holding any Plot Complication cards, you must give one of them up.

Gollum the Thief

If you are holding any Plot Complication cards, you must give one of them up.

Baggins the Thief

You can steal one Plot Complication card out of the hand of another player (assuming someone has a card to steal).

Baggins the Thief

You can steal one Plot Complication card out of the hand of another player (assuming someone has a card to steal).

Cats of Queen Berúthiel

You have to backtrack to avoid the feline hellcats.

~

Roll the dice and immediately go that many spaces back the way you came.

The Blue Wizards

Alatar and Pallando return unexpectedly from the East. They bear surprising tidings.

~

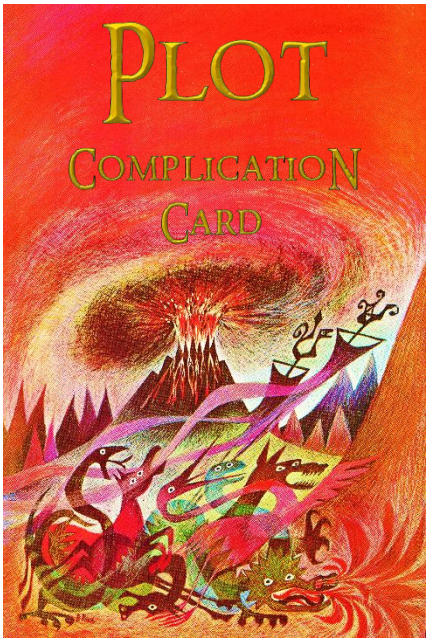
Take *two* more cards.

Lembas

It nourishes both body and spirit.

~

Move three more spaces.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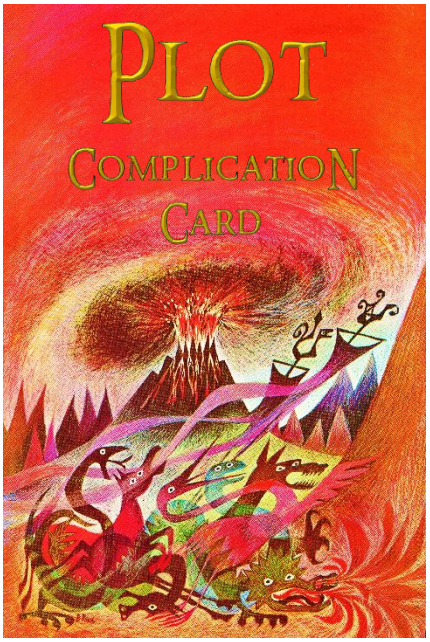
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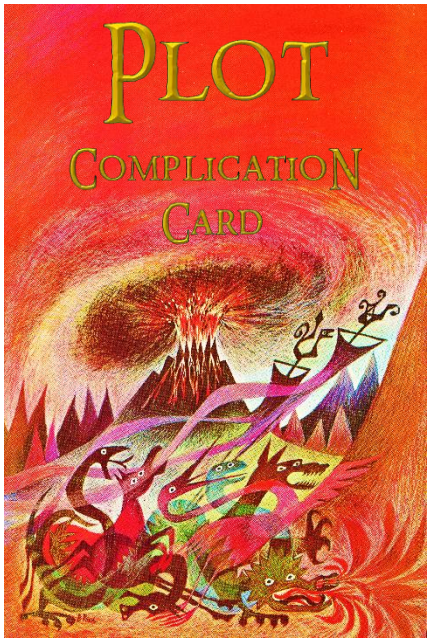
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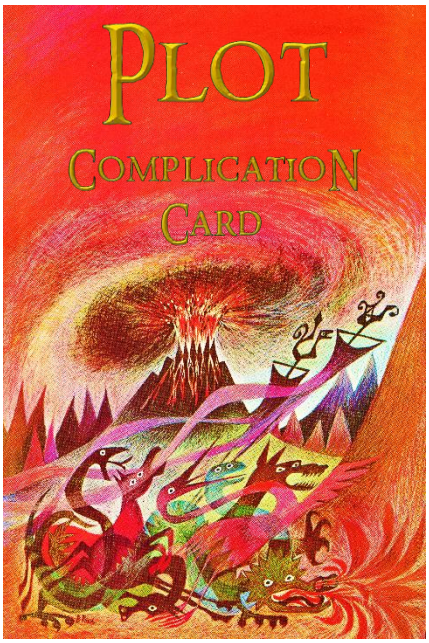
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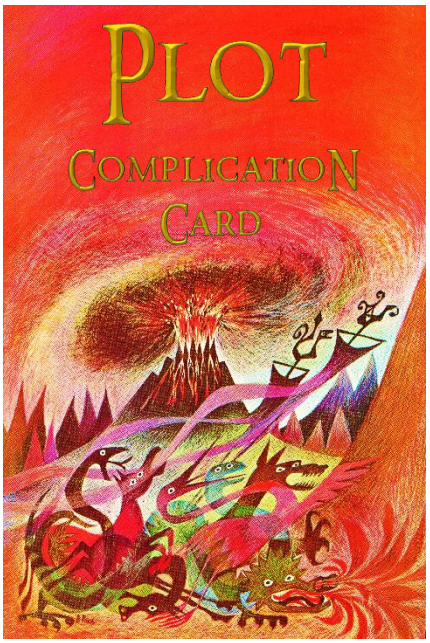
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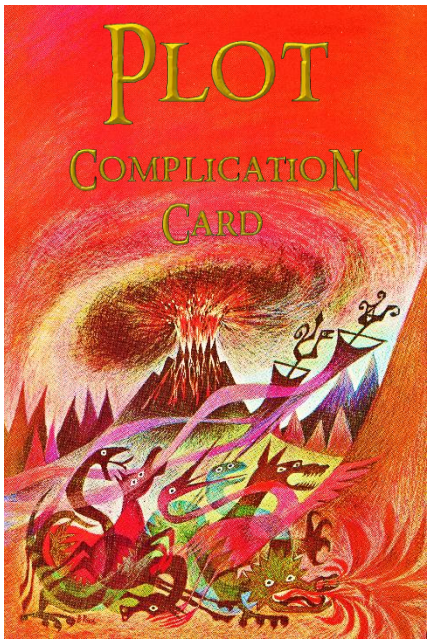
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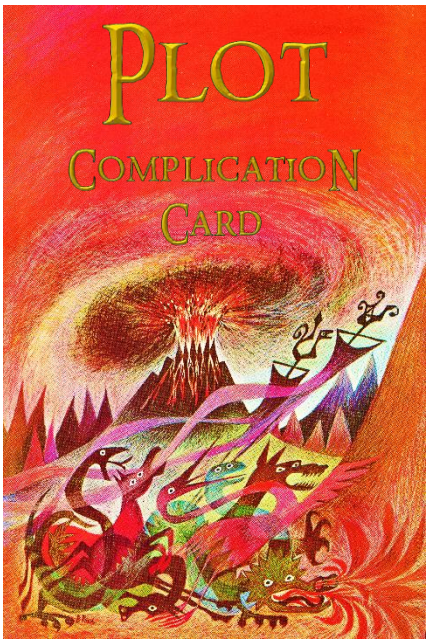
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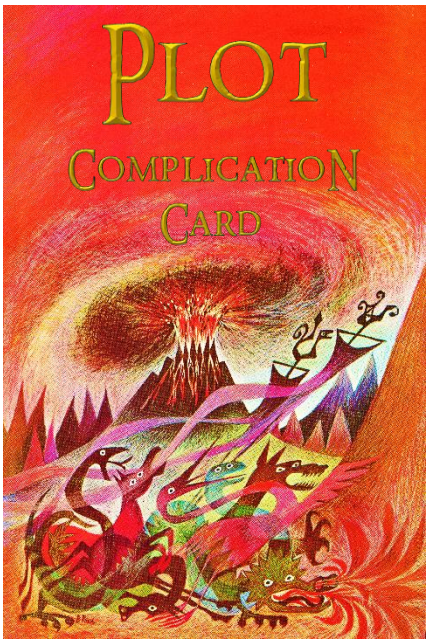
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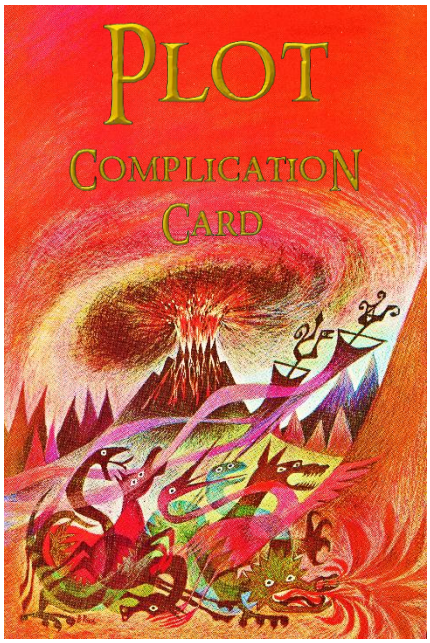
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The Deed of the Three Friends

Aragorn, Legolas and Gimli run for four days without rest.

~

Move three more spaces.

The Sea-longing

Legolas hears the seagulls and waxes poetic.

~

Lose a turn.

Arwen

She shows up unexpectedly. Aragorn gets all sidetracked, but later on goes forth with fresh resolve.

~

Lose a turn.

The turn after that, take *two* turns.

Arwen Meets Éowyn

They get in a big fight over Aragorn.

~

Lose a turn.

The Witch-king

Everybody panics and runs.

~

Go back three squares the way you came.

Khamûl the Easterling

Everybody panics and runs.

~

Go back three squares the way you came.

Éowyn

<u>Hang onto this card.</u>
You can play it to stop any **Witch-king** or **Arwen** card that comes into play, regardless of whether it's yours or somebody else's. (Note: This card will *not* affect the **Arwen Meets Éowyn** card.)

Arwen Sends Aragorn Tidings

Also a banner and flowers.

~

Move three extra squares.

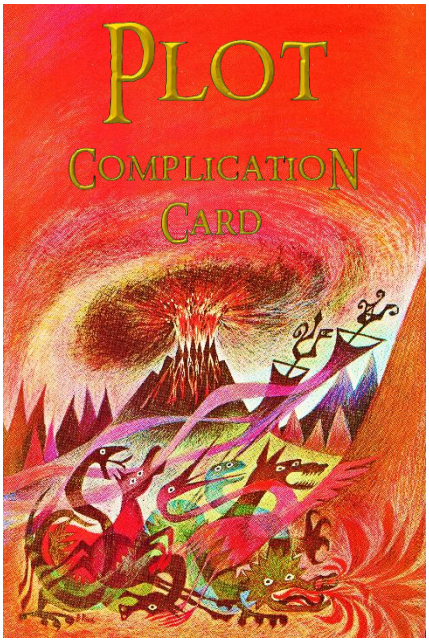
Pippin Uses the Palantír

He gets terrified by the Enemy.

~

If you haven't defeated Saruman yet, lose a turn.

If you have, Gandalf is in haste; take an extra turn.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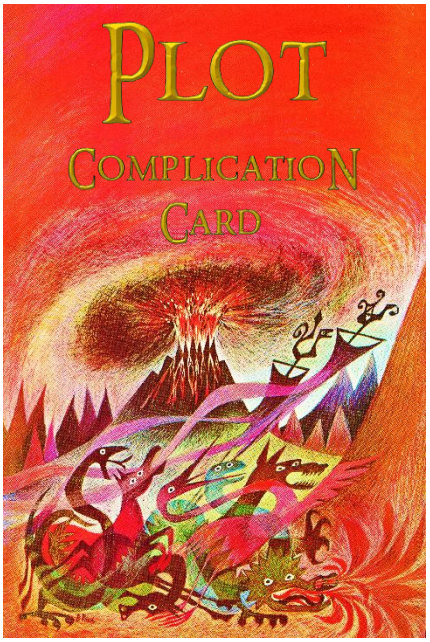
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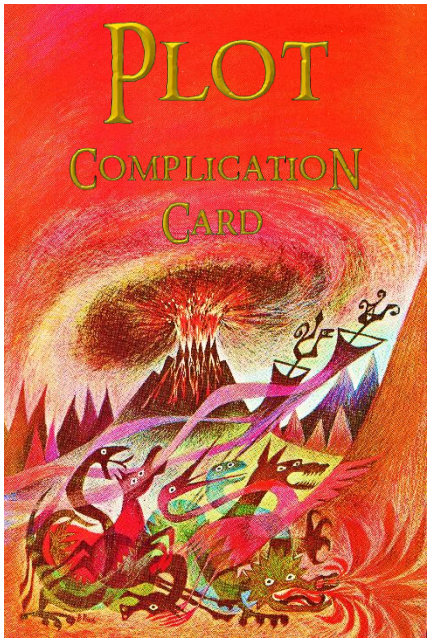
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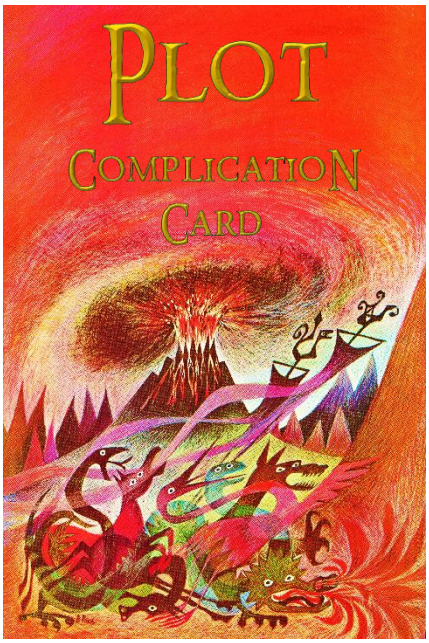
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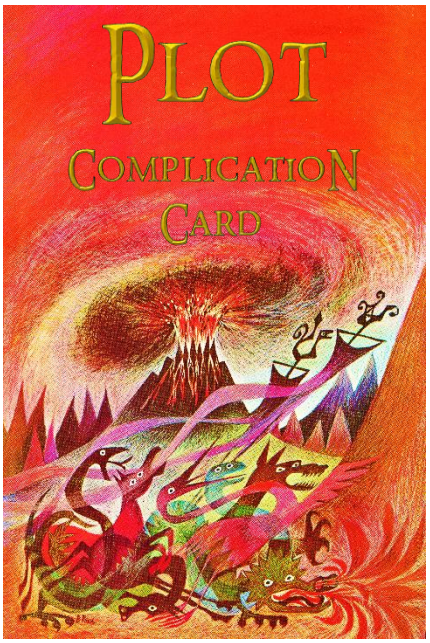
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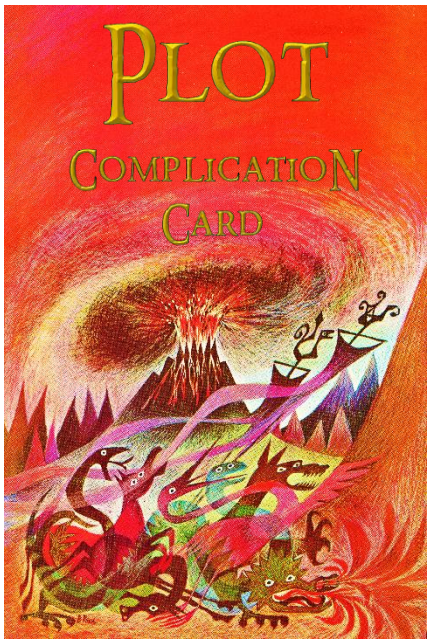
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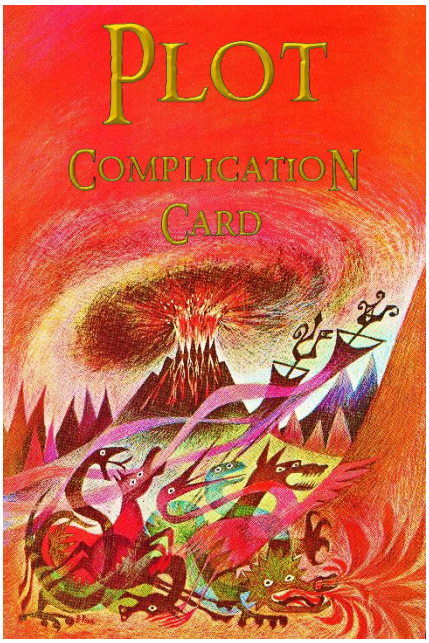
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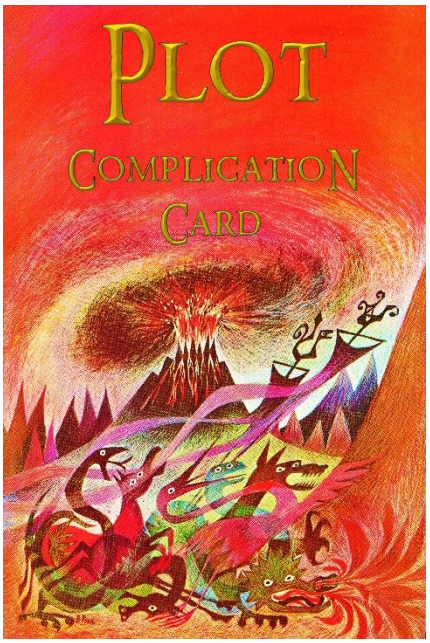
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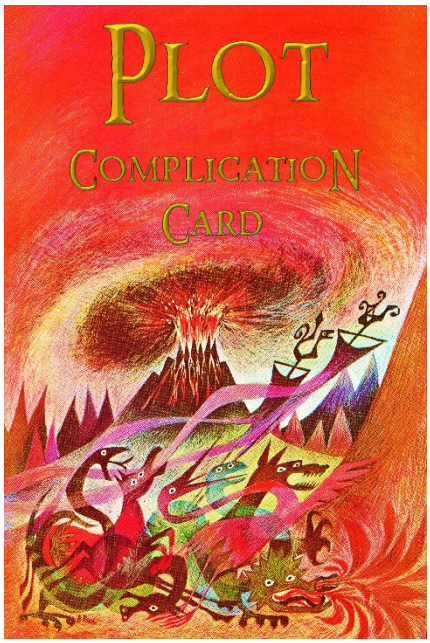
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The White Rider

Gandalf returns from the dead.
~
Take an extra turn.

Wisdom of Galadriel

Hang onto this card.
If you lose a turn for whatever reason later in the game, you can use this card to get it back.

Faramir

Hang onto this card.
It doesn't do anything, but hang onto it anyway.

Éomer

Hang onto this card.
It doesn't do anything, but hang onto it anyway.

Narya

Hang onto this card.
Don't show it to anybody. It's a secret. If you ever reveal it to anybody, you lose a turn. If someone correctly guesses you have it, you lose a turn. If someone guesses you have it but you don't, *they* lose a turn. If someone else takes this card from you, *both* of you lose a turn.

Aragorn Uses the Palantír

All secrets are revealed.
~
Look and see what cards are being held by every other player.

The Black Stone

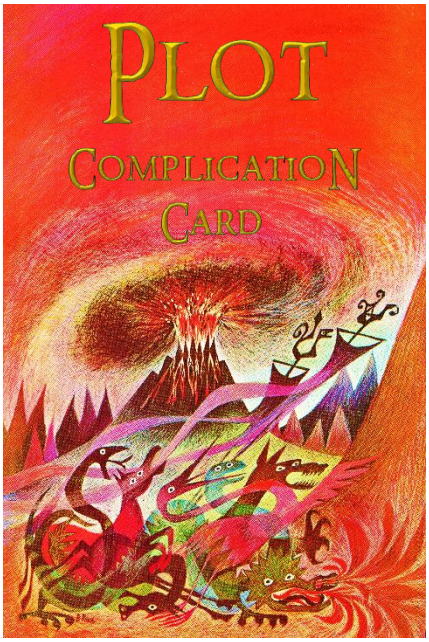
Hang onto this card.
If you are on the Paths of the Dead, you can play this card and the Dead will accompany you—even if they have to leave another player to do it. If you are not on the Paths of the Dead, you can still play this card during your turn to cause the Dead to *forsake another player* and return to Erech.

Lore of Elrond

Hang onto this card.
You can redeem it at any time to move an additional five squares.

Blasting Fire

Hang onto this card.
If another player takes it from you, it *explodes* and they lose two turns.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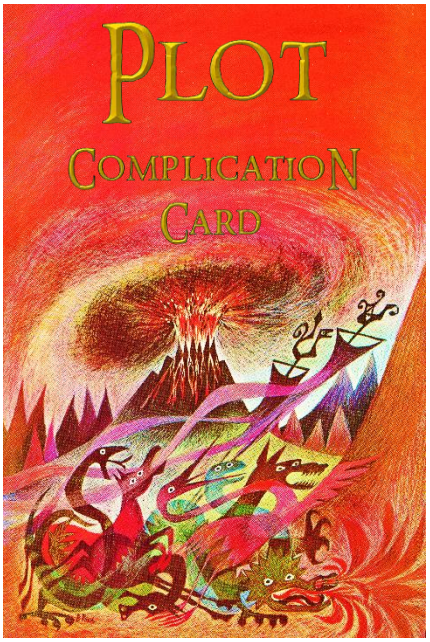
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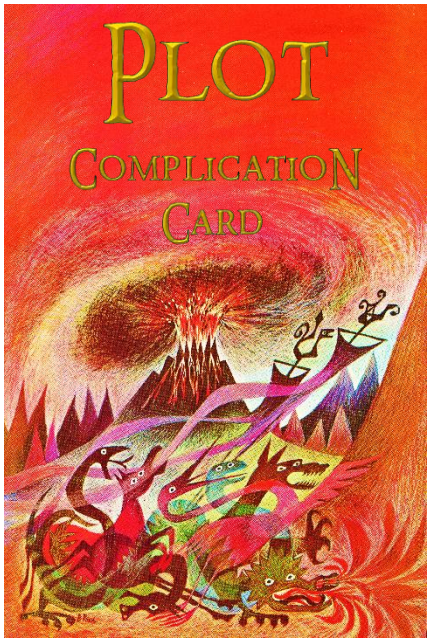
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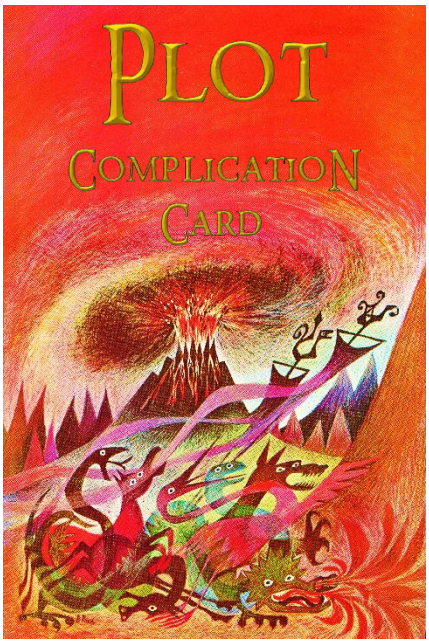
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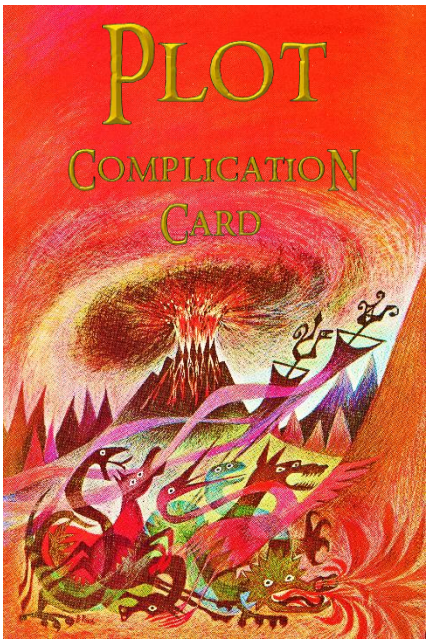
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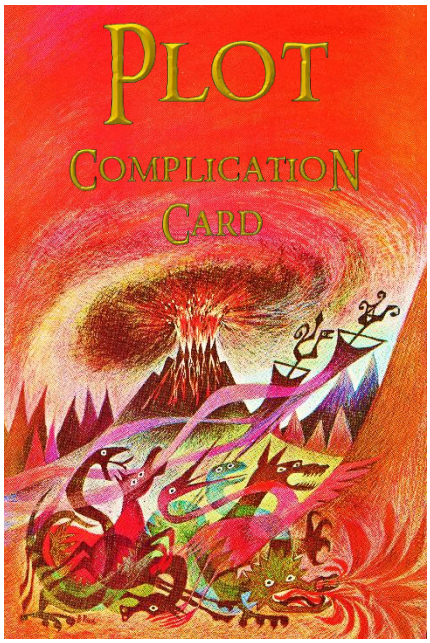
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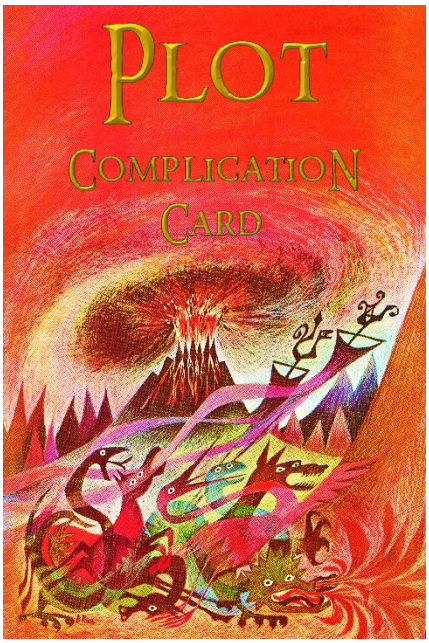
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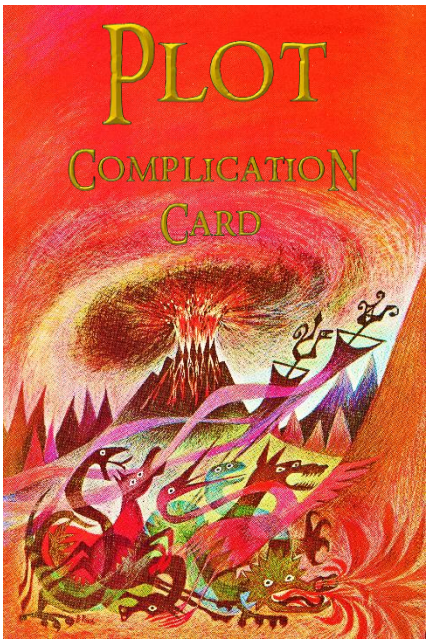
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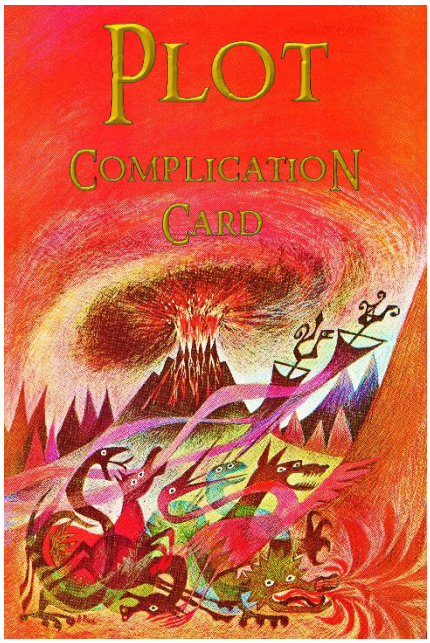
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Bill Ferny

Sam insists on going back to punch him.

~

Go back two squares the way you came.

Sméagol's Birthday

Give this card to the player of your choice. They lose a turn.

Pipe-weed

Roll the die immediately and interpret the result thusly:

1: You're out of pipe-weed. No effect.
2-3: You have a very refreshing smoke. Take an extra turn.
4-5: Coughing fit. Lose a turn.
6: Severe coughing fit. Merry gives up smoking. Gandalf continues to smoke nearby. Merry gets short-tempered, goes berserk and tries to kill him. Lose two turns.

Bill the Pony

Move two extra squares for each of your next two turns.

Mirror of Galadriel

<u>Hang onto this card.</u>
You can play this card to stop one of the following six cards from taking effect:

- Go to the Barad-dûr
- Wrong Ring!
- Boromir Steals the Ring
- The Voice of Saruman
- He's Not Quite Dead
- Dernhelm

Phial of Galadriel

<u>Hang onto this card.</u>
You can play this card to stop one of the following six cards from taking effect:

- Go to the Barad-dûr
- Wrong Ring!
- Boromir Steals the Ring
- The Voice of Saruman
- He's Not Quite Dead
- Dernhelm

The Mouth of Sauron

He tells you really bad depressing stuff, and you believe it.
Then uncounted thousands of your enemies come forth from nowhere and besiege you.

~

Lose *two* turns while you straighten things out.

The Eye of Sauron

The Eye is seeking for the Ring. You have to hide from its gaze.

~

Go back three squares in the direction you came...

...and then lose a turn.

The Burden

The Ring is almost too heavy to bear.

~

Once this card is played, all movement in Mordor
(for players who have not yet destroyed the Ring)
is restricted to a maximum of three squares per turn... *for the rest of the game.*